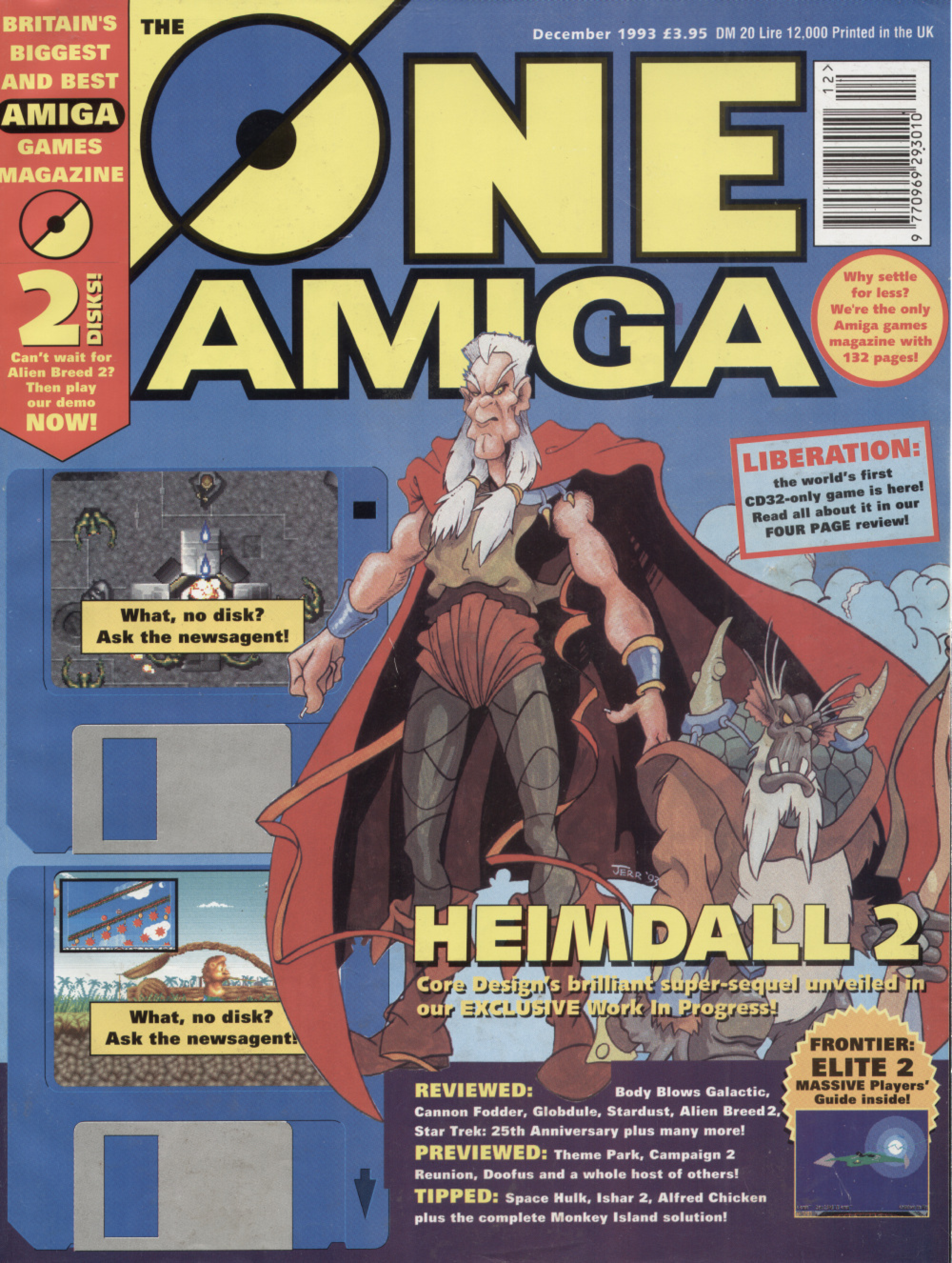
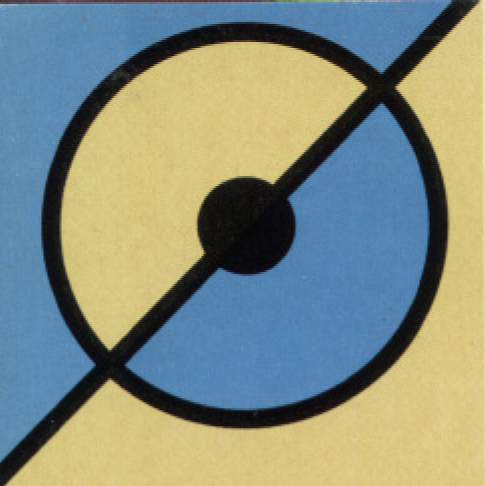

BRITAIN'S BIGGEST AND BEST AMIGA GAMES MAGAZINE
THE
ONE AMIGA
December 1993 £3.95 DM 20 Lire 12,000 Printed in the UK
2 DISKS!
Can't wait for Alien Breed 2? Then play our demo NOW!
Why settle for less? We're the only Amiga games magazine with 132 pages!
LIBERATION: the world's first CD32-only game is here! Read all about it in our FOUR PAGE review!
What, no disk? Ask the newsagent!
What, no disk? Ask the newsagent!
HEIMDALL 2
Core Design's brilliant super-sequel unveiled in our EXCLUSIVE Work In Progress!
FRONTIER: ELITE 2
MASSIVE Players' Guide inside!
REVIEWED: Body Blows Galactic, Cannon Fodder, Globdule, Stardust, Alien Breed 2, Star Trek: 25th Anniversary plus many more!
PREVIEWED: Theme Park, Campaign 2 Reunion, Doofus and a whole host of others!
TIPPED: Space Hulk, Ishar 2, Alfred Chicken plus the complete Monkey Island solution!



conte

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Telephone: (071) 972 6700
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Distribution
BBC Frontline Ltd, Park Road
Peterborough, PE1 2TR
Telephone: (0733) 555161

Back issues
PO Box 500
Leicester LE99 OAA
Telephone: (0858) 410510
Credit Card Orderline: (0858) 410888

Subscriptions
Tower Publishing, Tower House,
Sovereign Park, Lathkill Street,
Market Harorough, Leics LE16 9EF.

Annual Subscription Rates:
UK and BFPO - £47.40
Overseas Surface Mail - £49.00
Airmail Europe and Eire - £50.00
Airmail Zone 1 - £75.00
Airmail Sone 2 - £83.00

The One is produced with Apple Macintosh Desktop Publishing, using QuarkXpress, Adobe Illustrator, Theatrics, Adobe Photoshop and a host of others. Film output by Team, 105-109 Oxford Street, London W1, and PrePress, 124-132 Clerkenwell Road, London EC1R. Printed by Passmore International.

Coverdisks compiled by Grants Computing

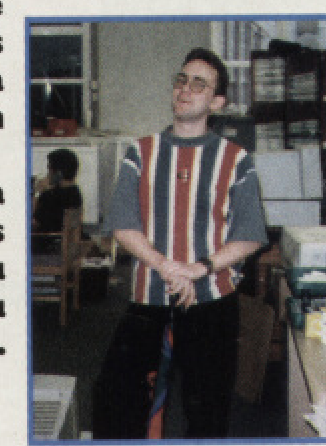
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Simon would like to thank: Jenny, Dave, Steve, Dean.

You were hoping for a cryptic message, weren't you? Sorry.

Hello. I know what you're thinking: "What's this four-eyed, semi-bald git doing on the Contents page? Where's the lovable and oh-so-cuddly Dave?" Well, he's taken his pieces of silver and deserted us for a month or two, but rest assured that he'll be back in time for tea and cake.

Apart from that, it's been business as usual. The weeks leading up to Christmas have once again meant that there are loads of new games available and even CD32 owners have been granted a top pressie in the form of Liberation.



But if you want a really special Cristmas gift then make sure you buy the next issue. You won't be disappointed.

Cheers-ears,

SIMON BYRON

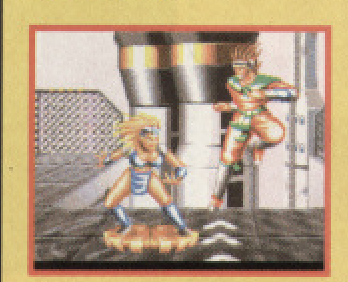


Remember Heimdall? Even if you don't remember the rather smart isometric adventure game, you must remember the very dodgy Throwing Axes At The Serving Girl bit. Well, even if you do or you don't recall the original game , its sequel is on page 28. Check it out now.



nts

BODY BLOWS GALACTIC..58
Last month saw the definitive preview of Team 17's star-spanning beat-'em-up. Now it's the definitive review of said fighting game. Go to page 58 immediately.





LIBERATION.................86
Anyone who thought the CD32 was crap should take a long, hard look at Captive 2. It is, quite honestly, just stunning.

GAMES FEATURED IN THIS ISSUE

DISKS AHOY!
You would not believe what hot demos we've got lined up for you this month. Except you would because you no doubt scrutinised the coverdisks before you bought this magazine. Honestly, There are other reasons to buy The One apart from its brill disks. Oh, okay, so there aren't.



BOOT SECTOR

LOADING YOUR DISKS

1. Without making any jokes at all, take the disk you want from its bag.
2. Without any silly comments, turn on your Amiga
3. Being very sensible indeed, use the function keys to select the demo you want to play.
4. SPECIAL NOTE TO 1.3 OWNERS - You may experience a few graphical glitches on the Alien Breed 2 demo due to some incompatibility problems with a few memory expansions. We hope this won't spoil your overall enjoyment of the game. Thank you for flying with One Airlines.



ALIEN BREED 2

Team 17

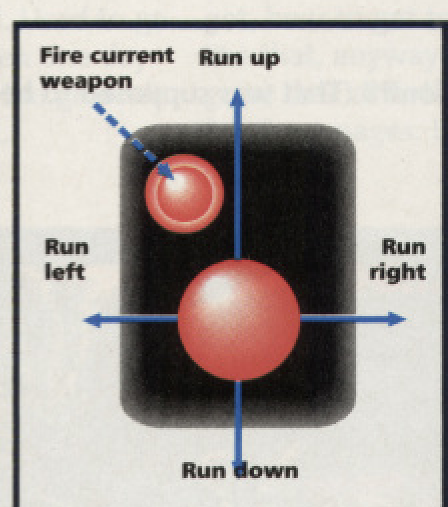
Grab a mate and prepare to pooh your selves 'cause Alien Breed 2 is finally here and we've managed to get hold of an exclusive level of Xenophobic fun for you to take a butchers at.

In case you're not familiar with the Alien Breed format (like sure!), you must travel around a number of different levels, destroying specific targets while making use of keys, ammo and medi-kits that can be found around the complex. A variety of aliens will need to be taken on as you make your way through the areas, but help is at hand thanks to the wide range of weaponry that can be bought via the many Intex terminals that are to be found hither and tither.

But first things first - let's start the game. From the initial options you can choose to play in either one or two player mode, as well as deciding whether you want to share collected credits or keep individual totals. By clicking over the 'choose character' option, you can select who you want to play as from the four available characters. Once you've select-







OTHER KEYS USED
ALT - Cycles through weapons available (Left for player one, right for player two).
M - Call up level map (if bought).





Christmas is gently popping its head around the corner and asking if it can come out yet, so why not play our demos and decide which games you'll be putting on your Yuletide list. Matt Broughton reveals this month's goodies.

DISK A
ALIEN BREED 2
Team 17

DISK B
BRIAN THE LION
BOB' BAD DAY

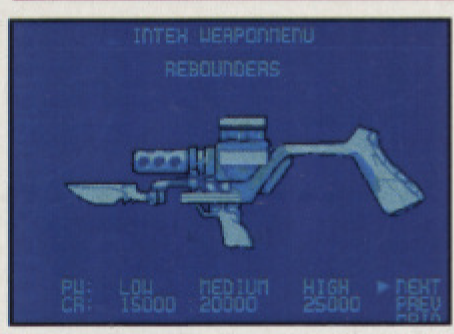
ed someone, you'll be given a description of what items or weapons they start the game with . Once you're happy with your choice, select the start game option, and hold onto your pants.

The game will present you with a mission briefing, outlining all the targets and objectives for that level, and then you're straight into it. The aliens waste no time in coming for you, so get out there and kick some serious bottom with your selected weapon. Collect as many of the credits, ammo clips etc as you can find because you'll run out of just about everything after a short while - at the top of the screen you will see both players' health, ammo and keys displayed.

When you find an Intex terminal you can log onto it by standing near it and hitting the space bar. Once you've logged onto the system you can access the information systems as well as the weapon and tool buying facilities by moving the cursor with your joystick. It's so easy!

Back in the game, the general rules are to keep moving, use your keys wisely, and above all - don't wet yourself. Go on. Dive in.









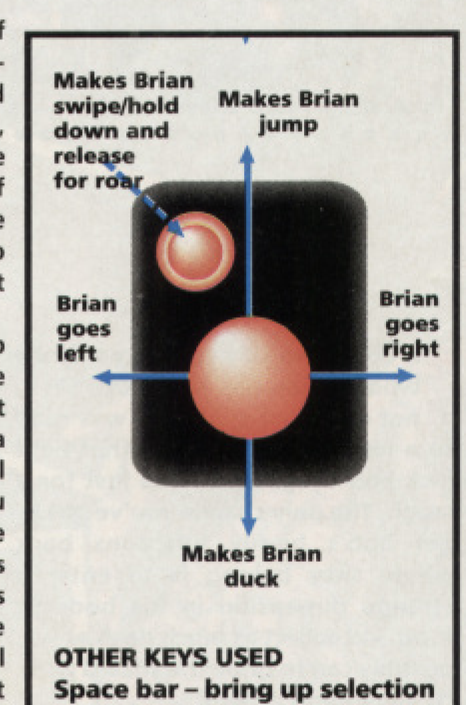
BRIAN THE LION



Psygnosis

From Reflections, the makers of the Shadow of the Beast trilogy, comes this superb and superbly playable platform romp, featuring none other than Brian The Lion. We've managed to get hold of a complete level for you lucky The One readers to play around with, so don't delay, load it up straight away!

You control Brian as you leap and bound across the countryside with one aim in mind - to get across in one piece! There are a number of nasty animals that will do their best to stop you as you travel along, so you'll have to make the most of your fearsome claws and ferocious roars (Diana Doors and Klingon Wars) at all times. The nasty devils vary in size and will need to be dealt with in different ways, or just plain avoided. Smaller animals will need to be jumped



OTHER KEYS USED
Space bar – bring up selection on bar



on, while larger animals will require you to give them a good old 'shmack' in the face, or even better, scare them pooh-less with your huge roar.

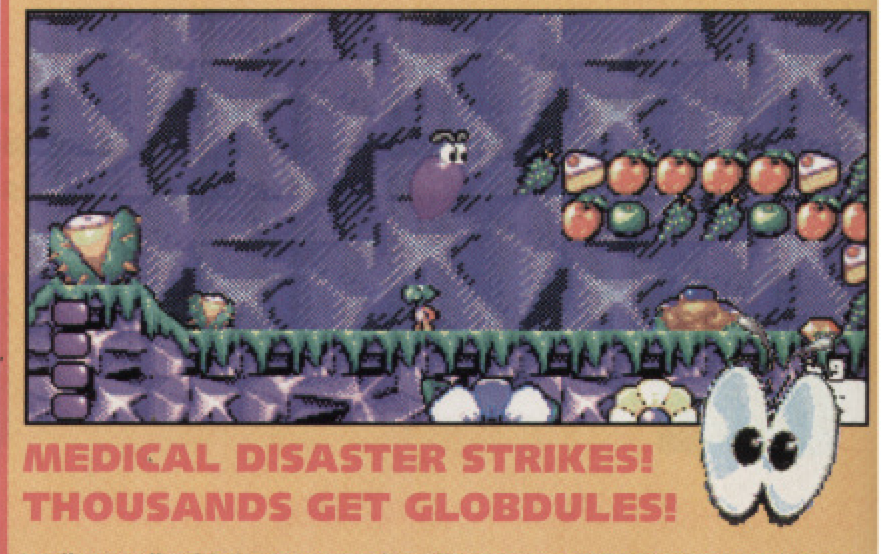
As king of the jungle, Brian has a number of talents which can be activated by pressing space which brings up the selection bar. Extra speed, larger jumps and his huge roar can all be activated from this menu by moving the selector ball along with the joystick and pressing fire. Once you have your voice nicely warmed up, you can let rip by holding down fire and watching as your build-up bar do its thing. Once you've reached full power, release the button and watch those baddies bug out!

Crystals are there for the taking as well as a number of other collectible goodies (I'm not telling you what to look out for - you'll have to find that out for yourselves!)

Look out for springs and moving platforms that will help you as you traverse this hostile land, but most of all, don't fall in the water!

It's all pretty simple and pretty good fun. So why don't you get on with it and stop asking silly questions? You'll be glad you did.





MEDICAL DISASTER STRIKES! THOUSANDS GET GLOBDULES!

Well actually this isn't so much a disaster as a blindingly superb offer that we're able to offer readers thanks to our good chums at Psygnosis. The first thousand readers to write in will receive a fully-playable, three level demo of Globdule to take home and love, and a quick glimpse at Simon's review on page 74 will show that weighing in at 82%, Globdule is well worth a butcher's. So don't just stand their wetting yourself with excitement, fill in the form below, stick it in an envelope and get those requests in to: I BET I'M NUMBER 1001, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

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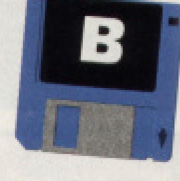
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BOB's BAD DAY



Psygnosis

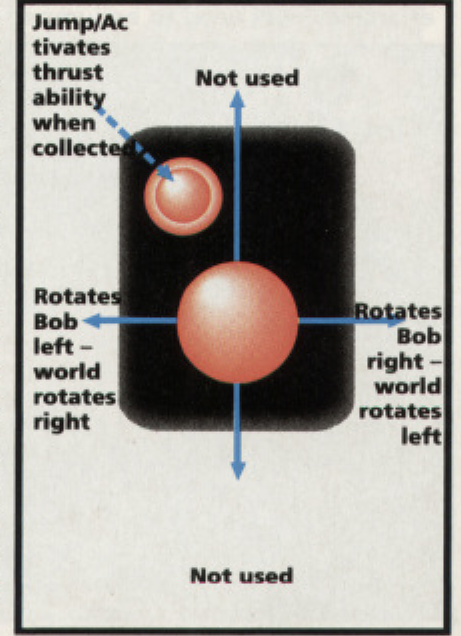
In Bob's Bad Day you play a bloke whose head has fallen off. Well, not quite fallen off - he was rude to a wizard who decided that he'd nick Bob's legs and torso just for a laugh. The only chance you've got to get Bob's bodily functions back where they belong is to enter a strange dimension in his bodiless form and collect as much dosh as you possibly can to bribe the wizard with. Or something. I think.

Anyway it doesn't matter that I don't know what the hell I'm talking about. What does matter is that you are now in possession of one small square of blue plastic that will probably give you a headache at best, and possibly send you crawling and dribbling to the doctor with strange eye defects.

You control the world around Bob by rotating the landscape that surrounds him. Bob is affected by gravity (aren't we all) and will fall into the area that you've now put underneath him. You have to manipulate Bob in this way so that he collects all the money on that level, allowing him to escape through a warp doorway that will then open. This gate initially looks like four arrows, but will turn into a shimmering exit once you've done your job.

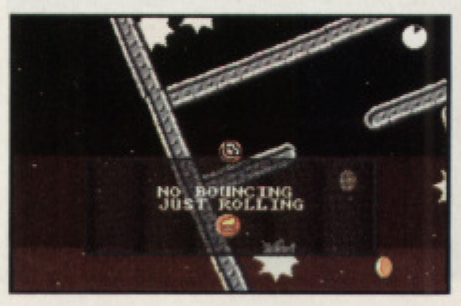
This would probably be easy if it wasn't for the strange level layouts, not to mention the spikes and nasty pointy things that are just dying to rob you of your precious coins, and eventually your life. Oo-er.

Yes, in true Sonic fashion, every time you hit something, you'll lose a set number of your total coins (shown in the top left of the screen), and once you've lost all you coins, any contact will result in one very deflated Bob.



Thankfully we live in a fair land, and there are toys to be found around the place that can help (or hinder) Bob by altering the way gravity affects him. Some will make gravity pull to the left, some will make things go into slow motion, while some will even endow Bob with a thrusting ability (initiated by pressing Fire) - not that that's going to be of much use to Bob seeing as how he's lost his lower regions. Chortle!

A map is shown at the beginning and gives the player a chance to take stock of particular obstacles such as teleport pads and walls that must be smashed down, and then you're into the level proper. On later levels you'll find yourself equipped with the latest in bouncy balls which can be controlled - by gravity of course - and used to bash away some of the less desirable obstacles on that level.



The Small Print Bit.

1. Whilst we here at The One make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.
2. The One and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

DAMN AND BLAST!

Due to the extremely large of disks we duplicate there are bound to be a few which aren't quite all there. We're very sorry if you've got one of these but don't despair, help is at hand. Whatever you do, DON'T SEND THEM TO US! Instead, send them off with a SAE to the value of 28p to this address :

The One Coverdisk Returns,
PC Wise,
Dowlais Top Business Park,
Dowlais, Merthyr Tydfil,
Mid Glamorgan CF48 2YY.

Once you've done this you can sit back and wait for your replacement disk to arrive. If you think that you can solve your problems down the phone, call the PC Wise helpline on (0685) 350505 between 10.30am and 12.30pm on weekdays.

WARNING!
THIS GAME CONTAINS
DANGEROUS PROPORTIONS
OF HUMOUR AND WIZARDS
AND DRAGONS AND GIANTS AND BARBARIANS AND OWLS AND QUADRUPEDS AND DWARVES AND LARVAE AND PRINCESSES AND WITCHES AND TROLLS AND GOATS AND GOBLINS AND DRUIDS AND SHAMEN AND WEREFROGS AND...

"What are you leering at ?", I snapped. The rock continued to stare at me but said nothing. It came as no surprise, dear reader. Everything in this magic forest seemed destined to rouse my anger. Only tomorrow a beery dwarf will tell me to naff off and a socially inept Swampling will lay a guilt trip on me. Banishing the shapeshifting witch and freeing Calypso the Wizard had sounded like any old computerised graphic adventure for hot rodding gamers. Yet having savoured the armpit aromas of an angry troll, been eaten by an amphibian and having discovered how utterly uninteresting fungi and flora can be, I find myself in no ordinary quest.

With thousands of frames of (ouch!) eye popping animation and full colour music you must hear with your ears to fully appreciate, you'll move through a land so amazing you'll be amazed.



"Be amazed at the level of safety features!"

"Totally ignore interesting fungi and flora!"

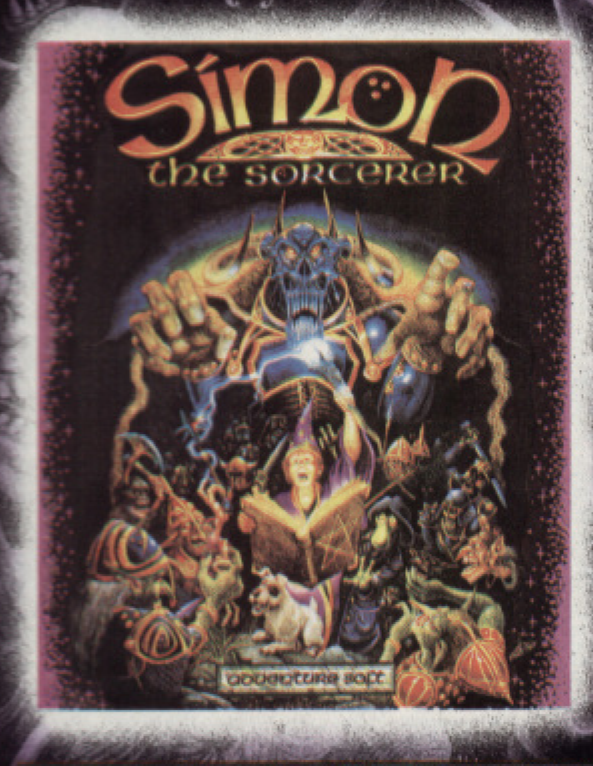


"Visit your cousin, 87 times removed!"

"Do a stretch in prison!"



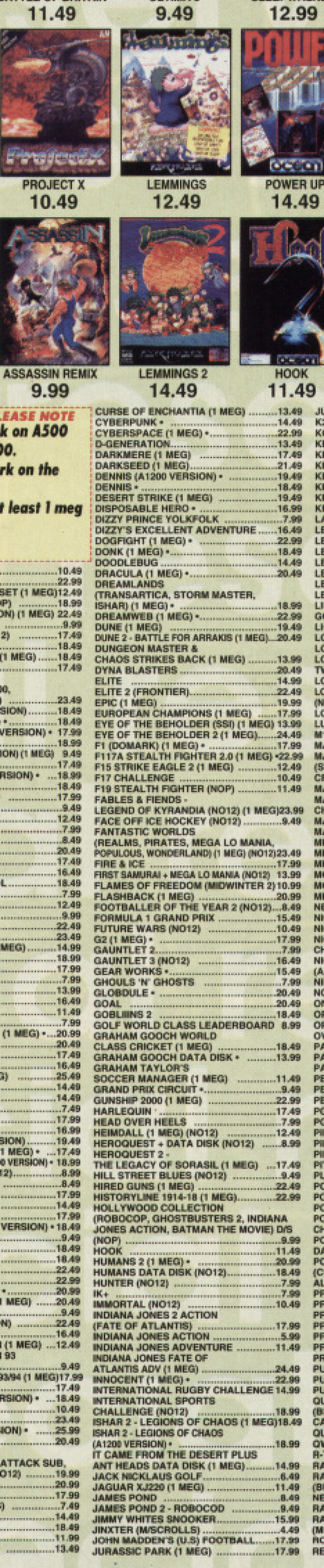
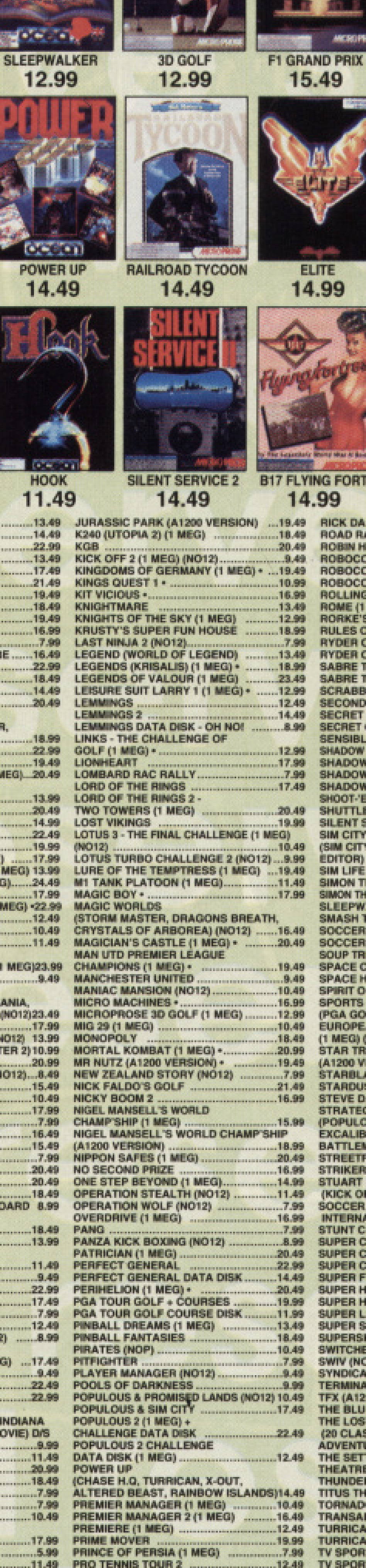
"Be invited to really interesting dinner parties!"

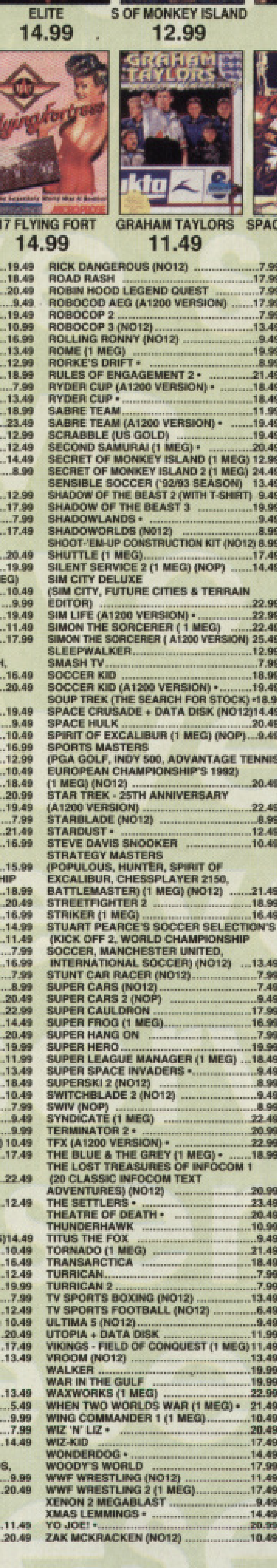
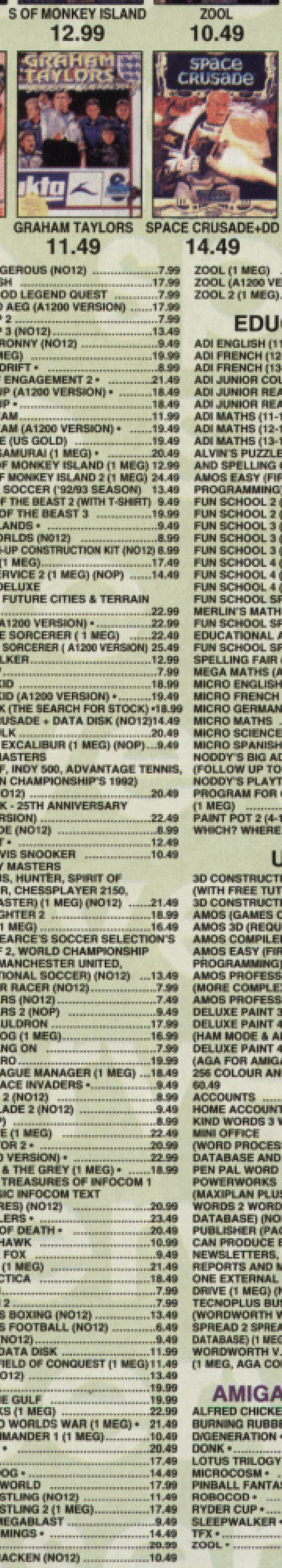


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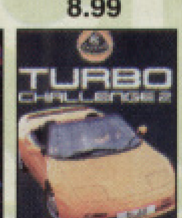
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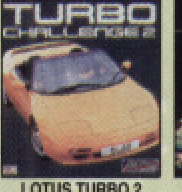
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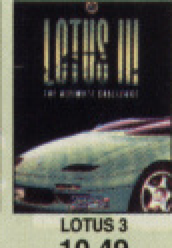
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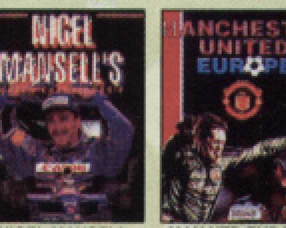

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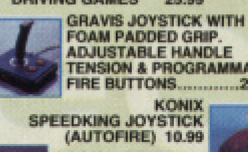

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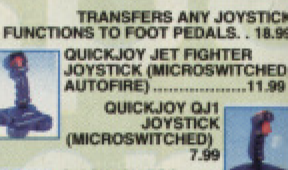
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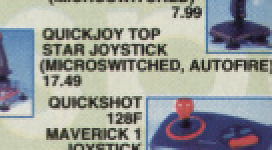
QUICKJOY JET FIGHTER JOYSTICK (MICROSWITCHED, AUTOFIRE) 11.99

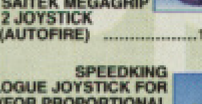

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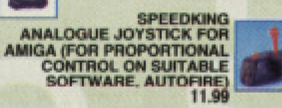
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WITH DELUXE PAINT 3 AND LEMMINGS GAME, BUILT-IN TV MODULATOR, MOUSE, WORKBENCH 2.0, 1 MEG RAM EXPANDABLE TO 10 MEG, 1 YEAR IN-HOME SERVICE WARRANTY. SAVE £50 ....174.99

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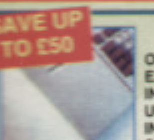
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FOR A FREE COLOUR CATALOGUE PLEASE CALL 0279 600204

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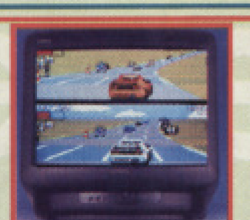
OVERDRIVE HARD DRIVE 85 MB 199.99
OVERDRIVE HARD DRIVE 170 MB 259.99
OVERDRIVE HARD DRIVE 250 MB 299.99

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COMMODORE 1084S COLOUR MONITOR
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COMMODORE 1940 MONITOR
SUPPORTS SVGA AND ALL AMIGA 1200 AND 4000 GRAPHICS MODES. 0.39" DOT PITCH, 14" DISPLAY, BUILT IN STEREO SPEAKERS FOR QUALITY SOUND. OFFICIAL UK VERSION. PC LEAD WITH AMIGA ADAPTOR INCLUDED. 284.99

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WITH TELETEXT AND REMOTE CONTROL, MODEL 15PT161A. AUTO PROGRAMMING, FRONT AV SOCKETS, REAR SCART INPUT, 2 YEAR WARRANTY, TELESCOPIC AERIAL. *FREE SCART LEAD* (STATE AMIGA, ST, MEGADRIVE OR SNES)
SAVE £15 OFF RRP 234.99



SONY KVM1400 14" FST COLOUR TV/MONITOR
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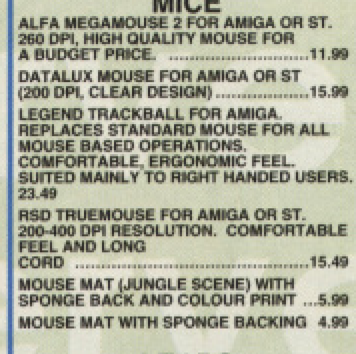
CITIZEN SWIFT 90C COLOUR PRINTER
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NEWS



MENZIES BACK CD32

The Amiga CD32 continues to go from strength to strength this month, with the announcement that high street giant Menzies is to begin stocking the machine in time for the Christmas season.

The chain will stock both the 32-bit CD console and a range of software in a selection of its 274 stores throughout the country.

Commodore's UK national sales manager, John Smith, says: "To have a retailer as discerning as Menzies committed to stocking Amiga CD32 is a tribute to the class of the machine." So there you go.

BUT WHAT ABOUT THE ARSENAL?

Following a long, long sabbatical, Thalamus is about to return to the world of Amiga games with the launch of S.U.B. (Strategic Underwater Battles) - a futuristic submarine combat simulation.

Set in a post-apocalyptic world where man survives in a series of giant underwater cities, S.U.B. offers its players a blend of underwater strategy and combat. During the course of the action, there are pirates to fight, defence bases to be built and empires to conquer.

S.U.B. will be available in early December in standard and enhanced Amiga modes.

But what we want to know is what on God's clean earth has happened to Thalamus's Arsenal. The game is rumoured to have been in development for ages and has already been more than extensively previewed in just about every Amiga games magazine. Has the Gunners' lack of Premier League goals put them off? Or, as reports suggest, has the programmer simply gone missing? Either way, it looks as if this is one game which will resurface in one of those Whatever Happened To...? features.



THE CHAMP IS BACK

Fans of Domark's aaddictive Championship Manager '93 can get an even more realistic fix, as Domark has released Championship Manager '94, an update disk which takes into consideration all changes which have taken place in the four divisions since the game's original release.

So, not only will the Nottingham Forest line-up not feature Roy Keane, it will also be in the First Division roster where it belongs (instead of the Premier League as things currently stand).

Other heart-warming changes will see Swindon Town in the Premier League (for what it's worth) and Peter Reid no longer managing Manchester City.

Championship Manager '94 needs the original Championship Manager '93 disk to run, and is available now priced at £9.99. Rumours abound of an International Championship Manager to follow in 1994.

Sticking with footie games for a moment, the current popularity of Amiga games based on the world's favourite sport is demonstrated by the latest Gallup chart, which features no fewer than six soccer-type games in its Top Ten.

The aforementioned Championship Manager '93 is at number three, closely followed by Gremlin's Premier Manager 2 and Premier Manager at numbers four and six respectively. The other three entries are Sensible Soccer 92/93 (number seven), Virgin's Goal! (eight) and Ocean's European Champions, which sneaked in at number 10.Football, eh? You just love it.



PYSGNOSIS IN MORE GAMES SHOCKER



Blimey. Those Liverpool-based software giants just don't know when to quit. Not only are they continuing to pump out top quality games at a frightening rate, but they're also telling us about them beforehand!

Indeed, literally hours before this issue goes to press, a couple of disks arrived in the office giving Simon the opportunity to run around shouting "Hold the News pages." First up is an interesting-looking isometric arcade game, very much in the style of the old Speccy games from the mid eighties. But with better graphics.

Details are scant at the moment as to the game's release date or the game's title. But one thing's for sure - it certainly won't be called the Castle Game.

Armageddon 2 is coming along nicely. The follow-up to the well-receive flight/combat game from a couple of years back should be ready within the next four to six months (they reckon) but for those of you who can't wait that long, here's a screenshot to keep you going. Stare at it until your eyes go funny.





BRR... BIT NIPPY!

US Gold is warming up for next month's Winter Olympics tie-in with the announcement of a whole host of Games-related facts and statistics designed to educate, entertain and whet our appetites for the big event.

For example, did you know that during the course of the games, over 2,000,000 meals will be served to competitors, guests, volunteers and members of the media? Or, that 344,000 loaves of bread and 1,000,000 hot dogs are expected to be eaten?

And it's not all about food, either. Fact fans will be happy to note that 2,000,000,000 people worldwide are expected to tune into TV coverage of the Games, there will be four media representatives to each competitor, 14,000 telephones will be specially installed for the duration and more than 1,000,000 applications for tickets were received for some events (where the maximum capacity is 15,000).

Oh, and there's some sport too. Approximately 2,000 competitors from 75 countries will take part in 55 disciplines.

A good deal less media hype will surround US Gold's Winter Olympics when it appears on all Amiga formats next month.

LAWNMOWER PLANNED

London publisher Storm is keeping the bandwagon rolling on its first ever film tie-in Lawnmower Man (which boss Jane Cavanagh describes as "The most successful British film for 20 years."), with the announcement that a CD32 version will appear early next year.

Also, a sequel to the original Lawnmower Man film (provisionally entitled Lawnmower Man 2), is currently in development and on schedule for a release during Autumn of next year. Storm's game designers are already said to be closely co-operating with the film-makers.

Meanwhile, Storm is continuing its current expansion programme (the firm recently opened a CD development studio in Southampton) by opening a new US office in Santa Monica and signing a major deal in that country with electronics giant Sony.

WOLVES PREFER AMIGAS

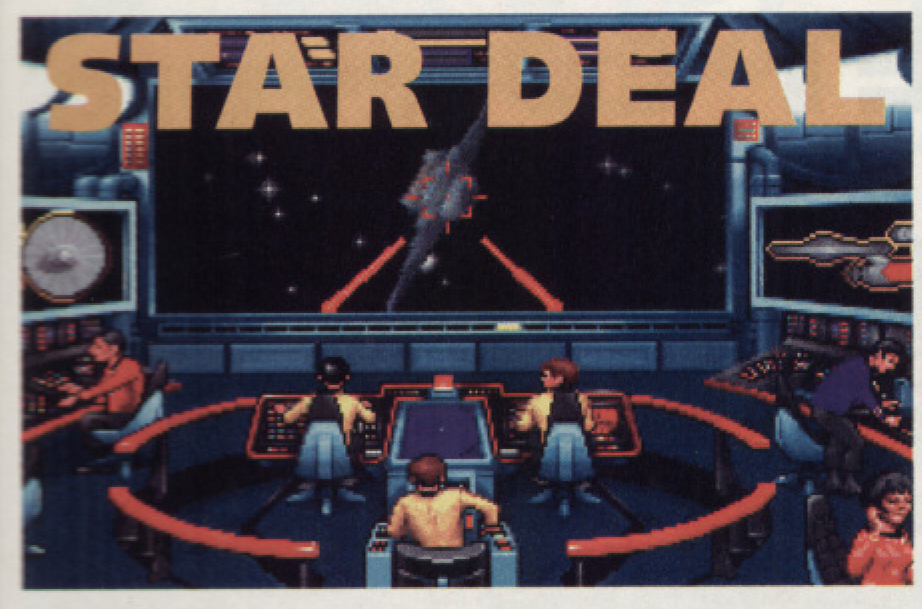
Wolverhampton Wanderers fans are soon to be treated to unprecedented visual delights, as their chosen club is currently installing the two largest video walls in Europe at the legendary Molineux ground - and it's all thanks to Amiga technology.

Featuring an unfeasibly large 256-screen matrix each, the two walls (known as 'Expandaview Videowalls') will be used to display time, scores, statistics and previous match highlights.

The system is driven by an Amiga-based hardware and software set-up, with the software developed by Optonica for system developer CD Interactive Ltd. A British company, CD Interactive is currently exporting its video wall system to the US and other foreign territories - the Molineux walls are its biggest European venture to date.

The walls are just part of a total refurbishment of Molineux, which will cost £14 million in total. As yet, there are no plans for the walls to be used for game playing purposes. Which isn't surprising.

STAR DEAL



Those of you who decide to boldly go where no Amiga owner has gone before - by buying a copy of Interplay's latest intergalactic adventure, Star Trek: The 25th Anniversary (see review on page 67) - may end up getting a little more than you bargained for.

Well, approximately 90 minutes more than you bargained for, as Interplay is offering a complete video copy of Star Trek - The Motion Picture as a limited edition with the first batch of games released this month.

Star Trek: The 25th Anniversary (for A1200 only) is available now, priced at £34.99.

THE TECHY BIT

Craft: (kra:ft) n. 1. skill or ability. 2. skill in deception and trickery. 3. an occupation or trade requiring special skill, esp. manual dexterity. 4. a. the members of such a trade, regarded collectively. b. (as modifier): a craft union. 5. a single vessel, aircraft or spacecraft. 6. (functioning as pl.) ships, boats, aircraft or spacecraft collectively. -vb 7. (tr.) to make or fashion with skill, esp. by hand.

Or, alternatively...

Craft: 1. an extension for AMOS creator and AMOS Professional from Black Legend. 2. allows the user to play with two registers at once. 3. a flexible audio system. 4. a fast and easy way to create pictures of Mandlebrot and Julia fractal sets. 5. an Acronym for Colours, Requesters, Audio, Fractals and Turtle. 6. available now, priced at £25.99.

VIRGIN SOLD

The battle for the pound in your pocket, which has been raging all along the country's high streets for the last year or so, took yet another twist this month when new kid on the block Future Zone surprised everyone by buying up all of Richard Branson's Games Centres.

This unexpected development means that Future Zone can now make claims to being the biggest chain of games shops in the country: the addition of Virgin's 30 Game Centres to its existing roster of 43 Future Zone shops (34 already open and nine 'imminent') puts the chain well on its way to achieving its goal of opening a total of 130 shops by 1996.

It is expected that all 30 Game Centres will lose their Virgin livery and complete the changeover to becoming Future Zones by February '94.

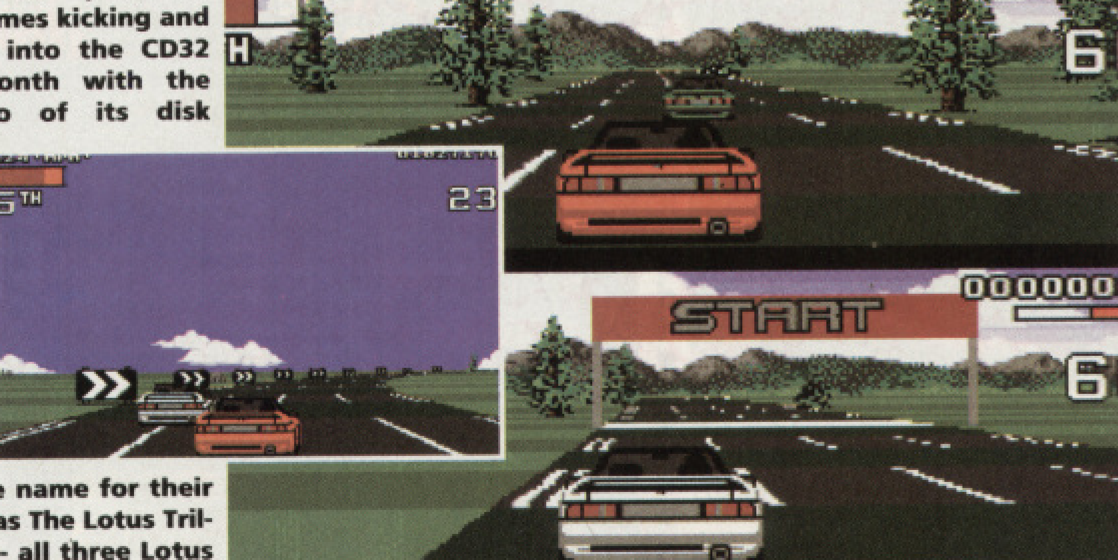
Although Virgin's sell-off took most people by surprise, this is not the first time that Richard Branson has sold off part of his massive empire in recent times. In the past two years he has sold Virgin Records and Virgin Mastertronic, while more recently he sold 15 per cent of Virgin Interactive Entertainment (or Virgin Games to you and me) to toy giant Hasbro.

The sell-off will not affect the games departments within Virgin Megastores, as these will continue with business as usual. Indeed, Virgin sources suggest that the chain plans to expand its network of Megastores throughout the UK in 1994.

GREMLIN GET CD

Sheffield-based publisher Gremlin comes kicking and screaming into the CD32 market this month with the release of two of its disk favourites on the new format.

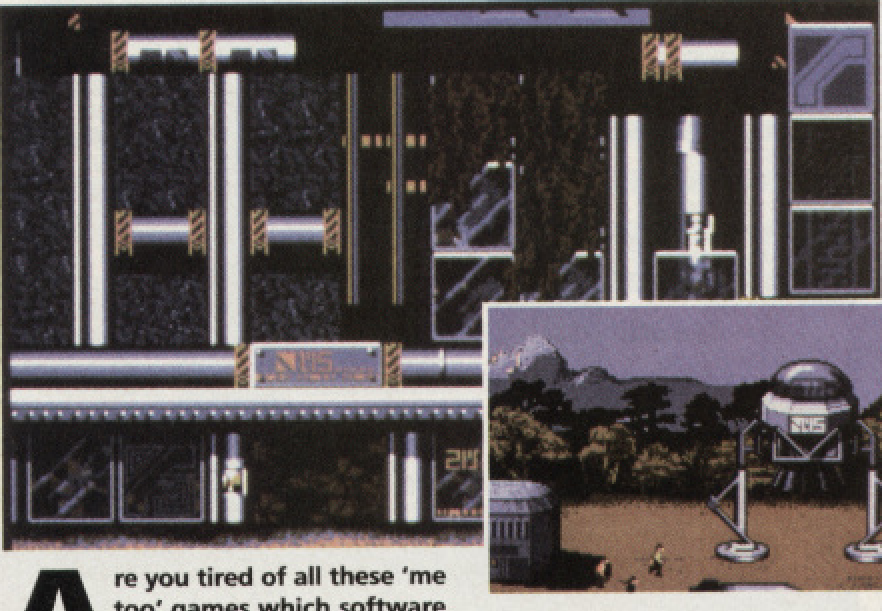
First up is the super enhanced version of Zool which you'll find reviewed on page 90 of this here issue. The clue's in the name for their second release, as The Lotus Trilogy is just that - all three Lotus games on a single CD, complete with new graphics and soundtrack.



"The Lotus image and name has become one of the most recognisable and powerful in the games business," offers Gremlin's marketing director, David Martin. "We are pleased to launch this first ever Lotus CD game and are looking forward to working with the firm on future releases for this new technology."

RETURN OF ROCKET RANGER*

***Well not quite.**



Are you tired of all these 'me too' games which software publishers keep foisting upon us in an unashamed attempt to fill their coffers? You are? Then you might just be interested in the new release from Hot Shot Entertainments.

Rocket Rescue is, according to the publisher (and we all know how economical with the truth publishers can be), "...an original concept game involving skill and judgement where the player has to take control of a rocket ship, negotiate forcefields and and weather conditions and destroy all enemy predators."

Some of the remarkable innovations include:

Gasp! 100 levels.
Cor! Keyboard or joystick controls.
Blimey! Parallax scrolling.
Phew! Power-ups and weapons
Phwooaar! A 'game save' feature.
Fnork! Digitised sound effects.

Apart from all of this incredible innovation, the game also sports a ground-breaking and unique plot whereby the player is asked to land on a planet surface and rescue a number of hostages.

Can't wait for all of this ground-breaking gaming action? Well you don't have to, as Rocket Rescue is due to start conquering the world any day now.

A JOYSTICK TO BEHOLD



Another month, another new joystick from Spectravideo and Logic 3. This month's offering is the £15.99 Delta Ray which features a 'comfort grip' handle, nine microswitches, five fire buttons, autofire and an extra-long cable. Need we say more? No, obviously not.

STRIP TEASERS

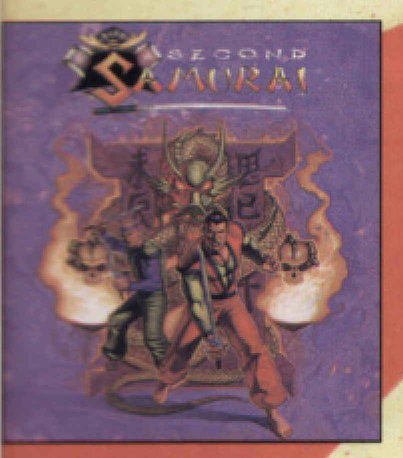
With computer theft becoming an ever-increasing problem, Worthing-based security specialist the Etching Transfer Company has devised a system which makes stolen computers (well, monitors at least) less difficult to sell on and therefore less attractive to the prospective thief. The system involves the etching of words (postcode, name or whatever) into a monitor glass, in a similar fashion to that used on car windows. Doesn't stop 'em nicking your games, though...

...Snapperazzi, the new game from the wacky guys and gals at The Sun (see last month's news), has finally found a home. After months of rumour and speculation (not!) it has emerged that the game will now be published on the Alternative label. Snapperazzi will be available next month, priced at £19.95...

...And yet more news of major publishers signing up games from smaller development houses. This time it's the turn of Teeny Weeny Games, whose forthcoming offering based on the Terry Pratchett Discworld novels (see The One, September) is now to be published by Liverpool-based giant, Psygnosis. The game is scheduled to appear late next year...

...Combat fans can now satisfy their appetites for action on land, on sea and in the air, as Empire has released Combat Classics 2 - a three game compendium featuring MicroProse's F117A, Silent Service II and its own Pacific Islands. The compilation is available now, priced at £34.99.

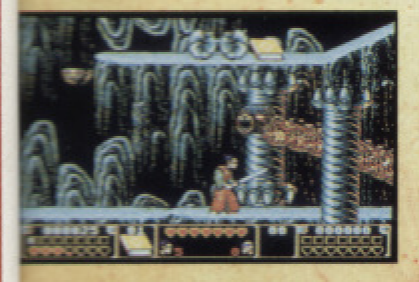
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OUT NOVEMBER



FOR THE AMIGA



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PSYGNOSIS



A shot



PC Screen shot

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smature with time

AMIGA, ATARI ST



Letters

Here we go then - another couple of text-heavy pages written by you rather than us. So it'll probably make for more interesting reading than the rest of the mag. We haven't had a Star Letter for a while so now's your chance to earn some top-quality software by scribing to us. Send your moans and groans to: Letters, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU. We're waiting for your call...

CD QUERIES

Dear The One,
I own an Amiga 500+ and I'm thinking of buying a CD32. I've seen in my local newsagents a CDI magazine with CD demos and wondered will The One or any other magazines be having demos?. I would like you to be the first because I have bought your magazine for over two years and think it's great. I don't want to buy another mag, but I might have to!

Also, why don't Origin convert Wing Commander 2 to the CD32? There's no reason why they can't - same with X-Wing (the game all PC fans are always gossiping about). I have completed Wing Commander and have played Wing Commander 2 on my friend's PC - it's brilliant!

Adrian Fox.
Derby.

It's doubtful that The One or any other current Amiga games magazine will be able to afford to stick a CD on the cover. We'd like to, don't get us wrong, but by doing so we'd have to sacrifice the floppy disks - something which will annoy more readers than a CD would please. As for whether Wing Commander 2 will be converted to the CD32, well, there's no definite news as yet. We'll just have to wait and see.

SPACE CRUSADE

Dear The One,
I am writing to agree with Glen Turner. More space should be given to better games and very poor games i.e. Super Sports Challenge, Fistfighter and Huckleberry Hound should not be reviewed.

Three coverdisks should be given away each month now that your price has gone up 20p, PD games are okay (especially Zombie Massacre!) but I'd rather play brilliant demos like Space Hulk, Lost Vikings, Seek and Destroy and Alfred Chicken. Whilst glancing through a friend's copy of Megatech, I noticed that they include a small box in each review which stated the alternative game in the particular genre - nice idea I thought. What do you think?

Also, why not have a separate section in recommended where A1200 only games like Overkill and updates could be put. It would benefit the many A1200 owners, and in six months or so you could include a CD32 section.

David Oakden.
Stockport.

Why shouldn't bad games be reviewed? I'm sure that the majority of readers would like to know about the Amiga games scene as a whole and not just the best bits. As for space, we allocate a number of pages to each game depending on how much there is to talk about. Okay, Super Sports Challenge wasn't rated very highly but you wouldn't have realised exactly how bad it was if it was reviewed on a single page or not at all, would you?

GORE'S GOOD 1

Dear The One,
After reading Simon Rizzello's letter in your October issue, I felt I had to write in. I have only one question to ask Simon - Why does he think mutilated bodies strewn around are a bit much, when he is interested in a game about someone running around a spaceship blowing cack out of aliens? Any more violent and it would get ridiculous.

The fact is children enjoy violent games. For example, The Robocop trilogy - a robot killing criminals, Chaos Engine - 6 mercenaries running around with guns killing monsters, Body Blows and Street Fighter 2 - contests where people fight against each other until one is knocked out. Even better - Desert Strike - control an Apache helicopter and take part in a war! All these are violent games, but the fact remains kids love 'em! If they didn't, why have most of these games been in the top 5 of the Gallup computer charts over the last year?

One of the (many) useful things about computer magazines is that they publish screenshots of the game with the review (especially The One, I've noticed - keep it up) depicting whether the game will be suitable for little Freddy, who's only 11 and doesn't like 'rough stuff' etc. For instance, a quick glance at a screenshot or two of Parasol Stars and Freddy's mum would find two boys bashing nasty bugs. With umbrellas. Suitable for darling Freddy. Whereas Alien Breed 2, because of the blood and guts splattered all over the place, isn't suitable for Freddy, but very suitable for for

EXCUSE ME!

Question (-chn). 1. n. Sentence adapted by order of words or punctuation or intonation to elicit an answer. Simon Byron (-git). 1. n. Four-eyed, above his station, ready to answer your queries.

Dear The One,
Could you please answer these questions for me as I'm thinking of buying an Amiga CD32.
1. Will planetside now come out on the CD32?
2. Will Mortal Kombat on the CD32 be out for Christmas?
3. Will Rebel Assault or Demolition Man make it onto the CD32?
4. Will EMAP be launching a CD32 magazine?
5. Will you do six page reviews of games like Microcosm?
6. Will publishers like Capcom, EA, Konami or Lucasarts be releasing games on the CD32?

Robert Smith.

1) No.
2) I doubt it
3) It's unlikely
4) Nope
5) Probably not
6) Maybe

Dear The One,
Is Jenny Abrook a model? I think she should be.

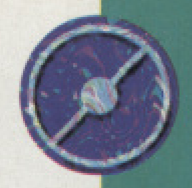
Ben Riley,
Maddington, W. Australia

In a word, no. But thanks for writing.

Dear The One,
Please can you answer a few questions for me.
1. Are software houses still going to produce software for the CDTV/A570 such as Jurassic Park, The Lawnmower Man, Zool and other games?
2. If they are not going to produce software for the CDTV is it worth getting a CD32 only to find that they do the same with that?

Russell J English.
Deal, Kent.

1. I don't think you'll find any games coming out for the CDTV - the machine didn't sell that well in the first place and its technology has been superseded by the CD32.
2. My advice to you - and it's just my point of view here - is that the only real reason for buying a CD32 at the moment is to play Liberation. If you're not into RPGs then your best bet is to wait and see what games are released over Christmas. The amount of software for the CD32 is gradually increasing so hopefully come next Spring there'll be a lot more choice.



thousands of blood-thirsty games players who are eager to kick some Alien butt in return for their dead mate on the floor.

What I'm trying to say is that if a parent or person concerned considers the game unsuitable, then so be it - don't buy it, but don't spoil everyone else's fun! If kids don't want to see bloodshed, buy a cute game like Robocod or Rainbow Island.

Ben Crystal.
Holyhead, Gwynedd.

There's not a lot I can add to that. So I won't.

COMPACT DISCS: THE TRUTH

Dear The One,

In the light of the CD console hysteria that seems to have gripped the games-playing fraternity, I feel compelled to write to you in an attempt to redress the balance.

I recently read an excellent article in 'Edge' which offered a very different perspective on CD-based systems. I gasped in disbelief as I read that CD is 'blind and stupid' and does nothing to improve the quality of graphics; recoiled in horror when I realised interactive video was a dead loss; sighed in dismay at the prospect of gloss taking president over gameplay. All my illusions of CD shattered in seconds - however, it's all true. CD alone does not improve game quality, it's just another storage medium - six times slower than a hard drive and you can't even write to it! The only way to bring technical improvements is through better hardware, but 16.7 million colours still doesn't mean the games will be any good.

The problem is that CD has been blown out of all proportion and people's expectations are wildly over-optimistic. CD has one great advantage - massive storage capacity, but at the moment, most of the extra space is either redundant, or taken up with CD quality sound (fair enough) or 5 minute animated intros. Why not just buy 'Akira' - the animation is fantastic, it lasts 2 hours and costs a third of the price of a CD game.

As CD and console technology improves, we can expect to see a trade-off between graphics and gameplay. Obviously, games like Microcosm are stunning to look at, but where is the game? It is too easy to sit back and be entertained by gorgeous graphics, and the experience is ultimately short lived. give me a game I can become involved in. In an ideal world, we would have mind-blowing graphics and deep gameplay. At the moment, the Amiga is the only system that brings this within reach. Thank God there are still programmers out there with some imagination!!

Chris Davis
Wisbech, Cambs

Yes, it's true that the expectations of CD-based software are far too high, although the medium does have a lot of advantages over floppy disks, as I'm sure you're aware. Although the CD32 has yet to prove itself in terms of original software (with the exception of Liberation, all the others have been direct A1200 ports), I'm sure that the coming year will bring with it some stunning games, specifically enhanced for the '32 and not just the same old A1200 versions with a CD soundtrack. But then again, that's just wishful thinking.

CD still has a long way to go. The format alone won't enable you to 'play the film' - you'd need several disks full of digitised images to enable this, and even then it wouldn't be a totally 'free' environment. As games like Alone in the Dark (on the PC) have proved, you can get a damn sight more out of advanced hardware than you can with a CD.

SOUR GRAPES

Dear The One,

I am writing in response to a few letters and questions in your previous issue of The One (the best mag around!). The first one is aimed at L Mungroosing.

Well 'L', I myself am very annoyed about the fact that all the decent games on the Amiga get converted to the SNES, yet none of their games get taken to the Amiga. My second point is aimed at N Brown. I too hope that the CD32 fails - I mean they've hardly brought out ten games for the A1200 (which I currently own) and then they go and bring out another machine. Chances are that by February they will have twice as many games for the CD32 then they have enhanced versions of games for the A1200.

And what really annoys me is the fact that when I got my A1200 last Christmas, I also got an A500/600 version of Wing Commander and asked the salesman if there would be an A1200 version of the game, and he replied 'no' - what do you know, 7 months later the makers are announcing that they are going to bring out an A1200 version. Why the hell didn't they say that when it went on sale?

Barnaby Ingram.
Southampton.

Oooh, I sense a lot of anger in you, child. I can see why you're a tad annoyed by the A1200 situation, but let's just be thankful that games are finally beginning to surface. As for hoping the CD32 fails, well, considering that the A1200 is going to benefit from any CD software (it's remarkably easy to produce the two at the same time), I think all A1200 owners should be slightly grateful that the CD32 seems to have kick-started the amount of software coming their way.

It seems to me that the CD32 has to succeed if Commodore are to remain in business. And I for one know which I'd prefer. What about the rest of you?

WHAT?

Dear The One,

I have found a great hidden game in Chaos Engine. First complete the game, then unplug it and plug it into a car ashtray. They put the joystick into the cigarette lighter, press fire, and hey presto - Amiga Rally Drive. The system comes with one game - 'Drive to the shops' - in which you have to drive to the shops before the radio inside your head explodes. The graphics are totally realistic and there are great touches like stereo screams if you mount the pavement, and blood spraying the screen if you hit someone. There's this great bit at the end where you get arrested and put into a high security institution for the criminally insane.

OVERALL: 92% Simply excellent. Breathtaking.

Chris.
Nuthall.

Er, thanks.

whatever

you

wanna

play

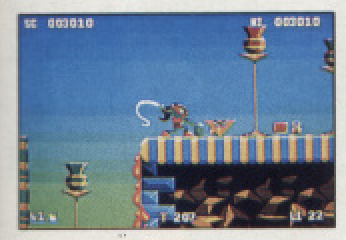
we've got it..

ARCADE PLATFORM



ZOOL 2

ZOOL, and his female companion **ZOOZ**, face a challenge which wilts the knees of the toughest Ninja's in this state of the art **PLATFORM ARCADE ACTION** sequel. **KROOL** and his accomplice **MENTAL BLOCK** are once again out to wipe imagination from the face of existence. Playing **ZOOL** *or* **ZOOZ** fight your way through **NINE** massive levels of hugely varied and enjoyable gameplay. Meet **ZOON**, a two headed alien dog, one head stupid, the other highly intelligent.



Features Include:

- Play either **ZOOL** or the all new **ZOOZ**, each with their own special strengths.
- A wide variety of highly intelligent enemies.
- Many varied power ups and collectibles.
- Hidden bonus rooms and secret levels.
- Sizzling sound FX and a choice of in game tunes.
- Nine huge levels.

"The classic sequel to 1992's biggest selling Amiga game".

ADVENTURE/STRATEGY



K240

Only when you take control of **K240** in this superb **STRATEGY** game will you understand what real pressure is. The Terran Empire has expanded. Mankind and six Alien races are struggling to maintain peace in the face of dwindling resources. Is destruction inevitable.

You are the Commander of the mission to explore and exploit **K240**, but can you build a successful and peaceful colony deep in the recesses of space, or will greed and aggression bring the empire down.

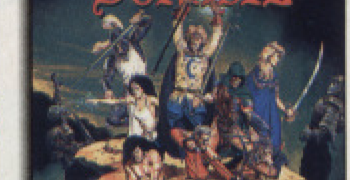




Features Include:

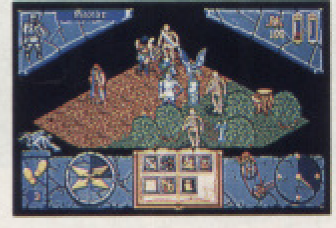
- 6 different Alien life forms.
- 8 different types of space crafts.
- 16 different types of weapons and shields.
- Fully designable asteroid field interface.
- Highly intelligent enemy colonies.
- 40 different building structures.
- A vast range of complex interactions to understand and control.

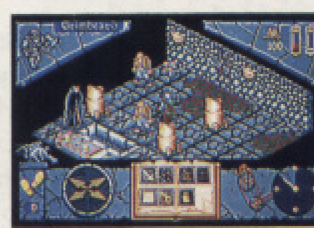
FANTASY & ROLEPLAY



LEGACY OF SORASIL

THE LEGACY OF SORASIL is a fantastic and huge world of adventure. The fabled land of Rhia has fallen foul of a mysterious plague. Choose a party of intrepid adventurers from 8 would be Heroes and try to return the land to it's peaceful state. Battle your way through 10 vast stages against a legion of highly intelligent foes. Endless hours of solid and far reaching gameplay.





Features Include:

- 10 perilous quests to be completed.
- Stunning 3D isometric display.
- Simple point and click interface.
- 8 heroes, all with specialist skills and abilities.
- Eerie sound FX and tunes.
- Fully self mapping.

"If you want challenging gameplay and a game that's going to last you can't go far wrong with this".

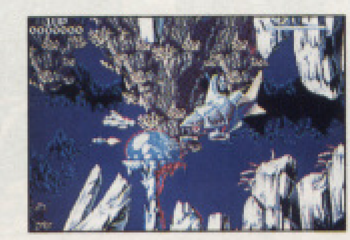
CU Amiga

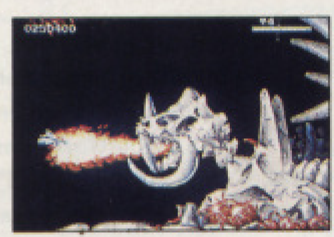
SHOOT 'EM UP



DISPOSABLE HERO

Get that trigger finger ready for an **ARCADE SHOOT 'EM UP** that takes up the genre where others have feared to tread. The Free Worlds lie technologically bankrupt. An Alien tyranny threatens mankind. As a certified **D-HERO** it is your task to fight your way through 6 levels of non-stop heart pumping finger sweating eyeball racing thumb busting, nerve jangling action to penetrate the alien strongholds.





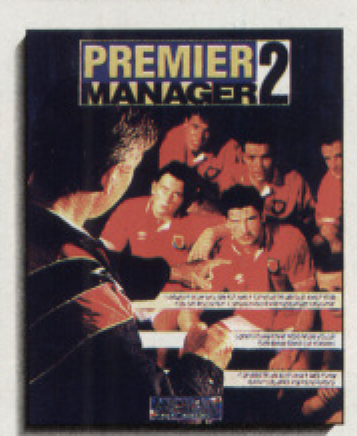
Features Include:

- Arcade quality graphics, backdrops and animation.
- Fully adjustable sound FX and in game tunes.
- Hundreds of weapon configurations.
- Mind blowing Mid-level and End-level guardians.
- Choice of assault craft with Four levels of difficulty.

"First impressions? whoah! blast, blast, boom! death, guns, more death, action and excitement!"

The One

FOOTBALL STRATEGY

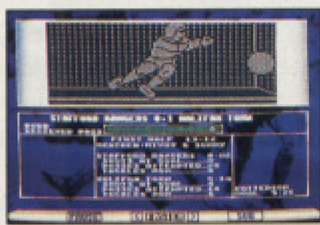


PREMIER MANAGER 2

PREMIER MANAGER transformed the face of **STRATEGY** football management games with it's accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features. Have you the management skills to turn around and improve your teams performance?

Get ready to blow the whistle on **THE** football game for 1993.





Features Include:

- 16 playing formations with 8 playing styles and 12 match tactics.
- Negotiate wages, bonuses and contracts.
- Comprehensive banking system with changeable interest rates.
- Up to 26 players per team with limit of 4 foreign.
- Set ticket prices and crowd control.
- **IMMEDIATE** sacking possible if you're not up to the job.

"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you".

The One

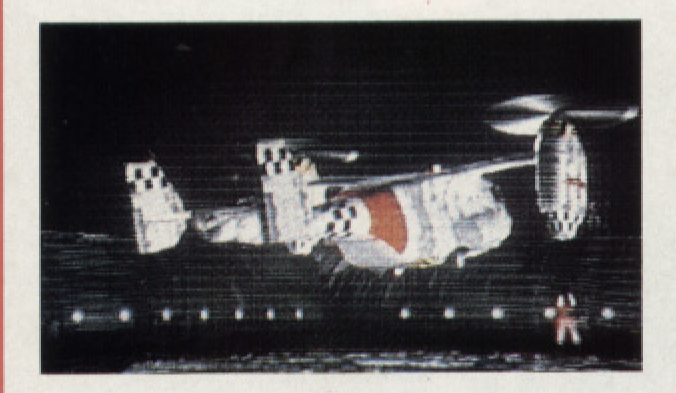


GREMLIN GRAPHICS SOFTWARE LIMITED. CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS. TEL 0742 753423



WIN! A CD32!

PLUS! A special limited-edition Microcosm gold disk!







We're fed up with it too, you know. Every bloody time Psygnosis offer a competition prize they have to be difficult, don't they?

When they first mentioned to us the possibility of a Creepers competition all those months ago, we were over the moon, especially when you consider all the top prizes you can probably tie-in with the name 'Creepers'. So what do we get? A trip to Emmerdale Farm, that's what. Okay, so the response was huge but surely a day out in Albert Square would have been much more appealing.

But this was only the start of a rather worrying trend. A year's supply of Tomato sauce came next - always handy for Amiga gaming - followed quickly by several boxes of Walkers Crisps. You would not believe what they nearly offered for a Theatre of Death compo (on second thoughts you probably would) and when Microcosm came along we feared the worse. So who fancies winning a biology set then, eh?

Nope, this time it's a little special, because, let's face it, Microcosm is a little special too. The first game to fully utilise the CD32's astounding capabilities, it marks a step forward in computer entertainment. Never again shall we be forced to play tacky platform games. Never again will we be bored rigid by a cruddy little strategy game. If any game doesn't come complete with video footage a-plenty then there'll be hell to pay, I can tell you.

But back to the story. Psygnosis were all for giving away a stupendous prize, the like of which has never been offered to the gaming public before, but with one condition, as you're about to be made aware.

"The prize we're offering you will be so fab, so groovy, so brain-numbingly incredulous that we'd endanger your health if we even whispered it to you," an enthusiastic Psygnosis spokes-'person' blurted.

"Yeah," we grunted sarcastically, trying to sound all hard, like.

"Yeah - a C-D-3-2 with a Microcosm Gold Disk to play on it..." this 'person' retorted.

Well, what could we do besides remove our jaws from the floor?

"...but," the 'person' continued, "there's one condition. We're fed with all the pathetic jibes you tend to pad your competitions out with. We demand quality. If we're going to give you this prize then we want to write all the accompanying text."

We were gobsmacked, I can tell you. A software company in control of a page of The One? Never. But faced with either giving away a CD32 or a carton of milk or something there really was no option. We swallowed our pride and agreed.

But what Psygnosis failed to realise was that there'd be no room at the bottom of page. Ha ha ha ha. Sorry Psygnosis - next time, perhaps.

DOWN TO BUSINESS

Because the prize is so vastly expensive, there isn't anything for the runners-up so only the first correct entry to be pulled from the hat after January 28th gets a prize. Answer the four crafty questions tthe back of o the right, stick your guesses on a postcard or stuck-down envelope and send it to; Tedious Multiple Choice Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't let the difficulty of the questions put you off - this truly is a prize well worth winning.

THE QUESTIONS

1 CD-based software often contains some FMV, but what does FMV stand for?
(a) Fine Mauve Vehicles
(b) Find My Vase
(c) Full Motion Video

2 As mentioned above, Psygnosis gave away a year's supply of Tomato sauce earlier on in the year, but what game was tied-in with the competition?
(a) Bill's Tomato Game
(b) Bob's Bad Day
(c) Shadow of the Tomato 3

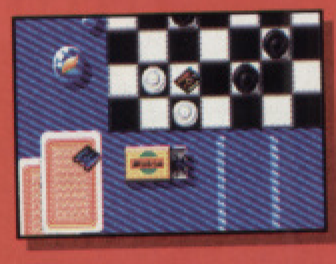
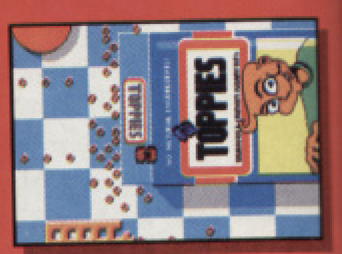
3 Where are Psygnosis based?
(a) Bournemouth
(b) Liverpool
(c) Dundee

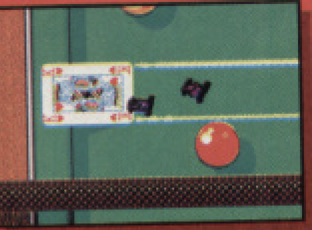
4 How many Lemmings games have there been?
(a) One
(b) Two
(c) Three



The N°1 Console Hit!

It's in your bedroom your bathtub, the sand pit, on the pooltable and it'll drive you up the wall!




THE ORIGINAL Micro Machines™ SCALE MINIATURES

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Amiga Power magazine

"Possibly the best racing game on the Amiga"
Amiga Action magazine

"It'll establish itself as the top down racer of the '90s"
The One magazine

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CAUTION!

WORK IN PROGRESS

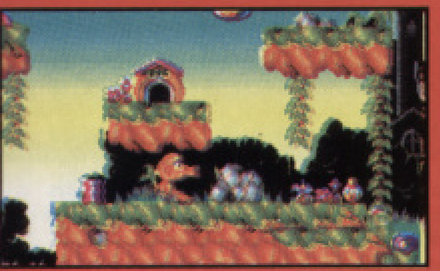
Cindy hadn't really wanted to go to the club that night, but as a top fashion model, so knew that she had to keep her public appearances high. She'd decided to leave, when in walked a god - dark and handsome. Cindy couldn't believe it; a man so broad, a man so sexy, and, more importantly, a man alone. She knew that she had to have him, and mustering all of her catwalk skills, sauntered towards him, immediately catching his eye with her stunning figure. No words needed to be spoken as they drew together in a passionate embrace, and gasping for breath, slowly moved towards the back of the club. There, in an empty doorway, he unbuckled his belt and let his trousers fall - Cindy waited in anticipation. He pulled something so huge from his pants that Cindy fainted at the size of it. "It's alright" said Simon, adjusting his glasses, "It's only this months Work In Progress." And of course, it was.



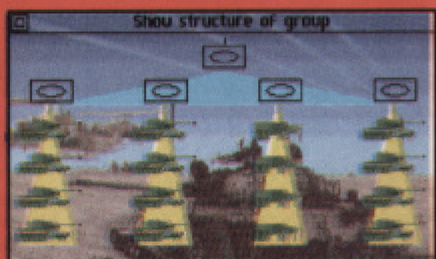


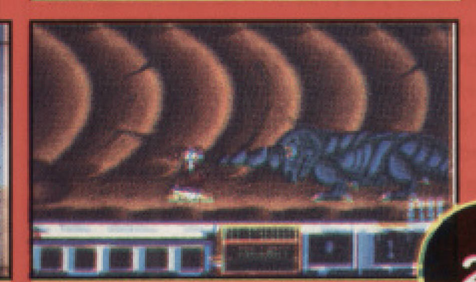












VIKING

Roll up, roll up! Welcome to the first of an exclusive three-part Work In Progress of Core's super-sequel, hosted by Simon Byron. Hurry along now, the show's about to begin.

There are some little villages on the outskirts of larger towns where it's obvious the original street-designers got a bit bored or short of ideas in terms of road names. I did not realise this until I was sat in a car on the way to Heimdall game co-designer Jerr O'Carroll's house, being chauffeured by a representative from Core Design. After getting lost in Sheffield and ringing up Jerr several times, we finally made it to Grenoside, just outside Ecclesfield, where we turned off a main road into School Lane (would you believe it's got a school in it?), then left into Church Lane (because there's a church in it, perhaps?), left again into Slight Uphill Climb Road and finally into Er, Road Road where Jerr resides.

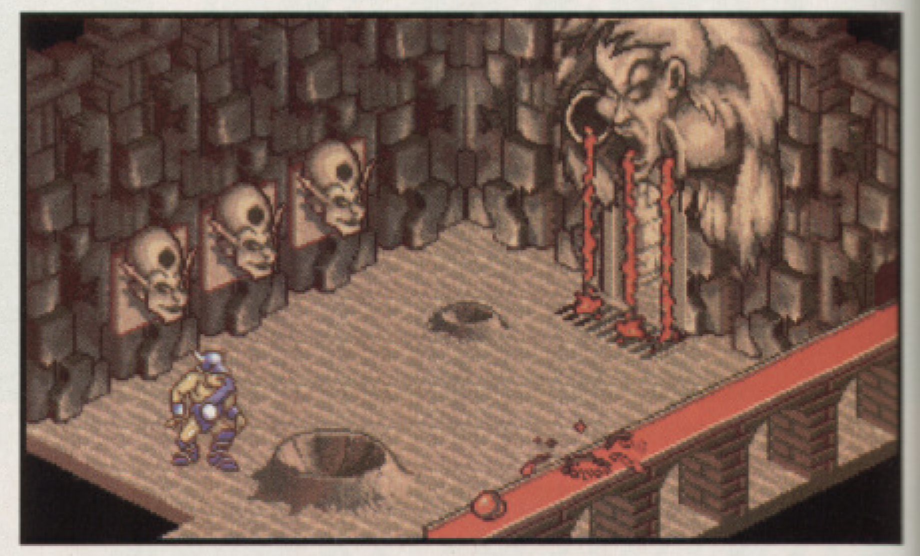
It's in this attractive-looking dwelling that the foundations are currently being layed for Heimdall 2, the follow-up to last year's ground-breaking RPG. Or was it an arcade adventure? Whatever.

Before I'm treated to a sneak preview of the game there's the slight problem of negotiating Jerr's rather enthusiastic dogs. Don't get me wrong, I don't mind dogs but it's really worrying when you meet new ones who are intent on thoroughly sniffing your trouser department. Imagine the embarrassment of being rushed to casualty with an Elastoplast attached to your wotsits if they decided to take a nip. Perhaps we should do it back to them so that they know how nerve-wrecking it feels. Anyway, onto the business in hand...

I don't know about you, but I was a huge fan of the original Heimdall. In fact I loved it. But when you talk to Ged Keaveney and Jerr, the programmer and graphic artist respectively, they make you feel stupid for doing so. Liking Heimdall, that is, not talking to them. In fact, according to Ged the reason they're doing Heimdall 2 is because they want to do Heimdall 1 properly. "At the time we were really happy but when you sit back and take a good look at it then you can see areas which could have been improved," he adds.

"Before we started work on Heimdall 2 we took a long, hard look at the first one," Ged continues, "so that we could improve upon everything in the original. We noticed several important things: there were vast amounts of space with not a lot going on, all the baddies were static and you couldn't interact with them or any other in-game characters. These have all been rectified now.

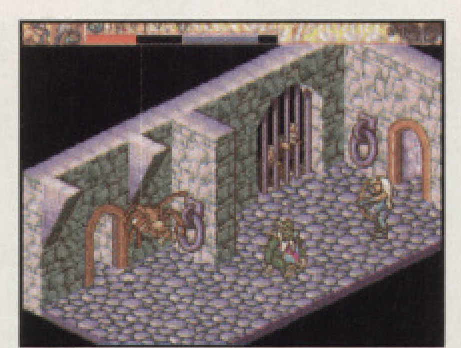
"We've redesigned virtually everything in the game so that you don't have to keep switching screens to select something from another menu. There's the standard spell-casting system, like in most RPGs, where you can mix up potions, but



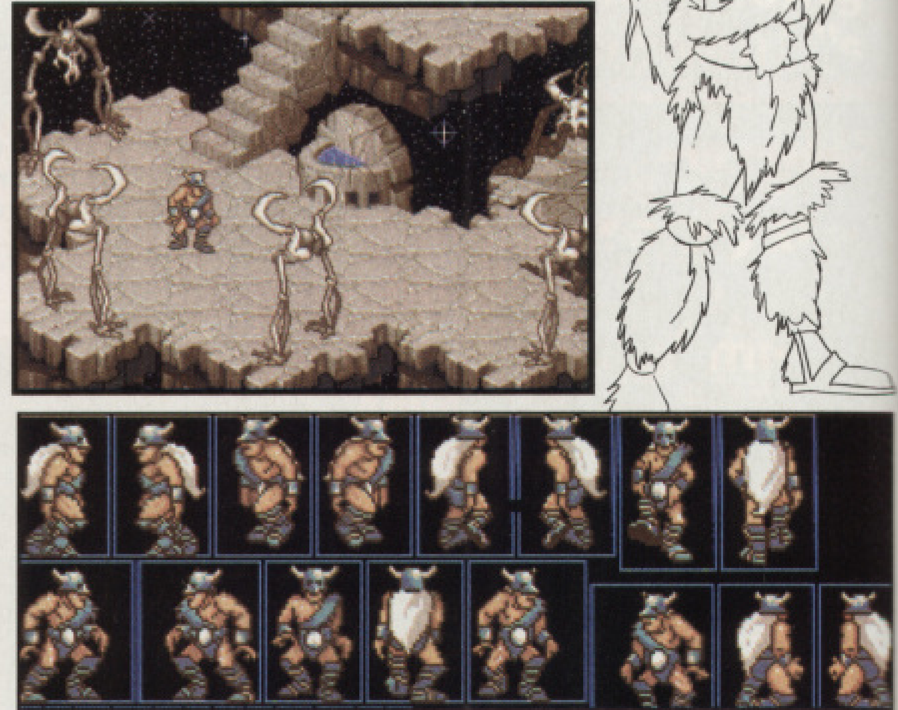
(Above) Even though the game's world is smaller in size than the first game, there will be many more tasks to perform and puzzles to solve. Jerr finds it hard to pinpoint the amount of time it will take to play through the game. "It'll take you ages," is all he can muster.

> "Visually, the original Heimdall was dull. Looking back on it now we can see that there was a lot of room for improvement,"
>
> Ged Keaveney, Heimdall 2 co-designer and programmer.

(Right) Ged explains the purpose of the Hall of Worlds: "The doors leading off the Hall of Worlds are entries to different sub-worlds. You've got one whole quest which is vaguely outlined in the manual but as the game progresses you'll get a better idea of what you need to do. It's ceratinly not a rescue your girlfriend kind of game."



Ged is more than pleased with the line of sight feature of the game. "In this room you can hide behind the door or run around the guard when his back's turned and he won't know you're there. When he does see you, though, he'll immediately attack"



A Work In Progress wouldn't be complete without a few sprite screens and here we see Heimdall in many of his different poses. "He can jump off things now," states Jerr, " which he obviously couldn't do in the first game, because the game was completely flat." He's right there, you know.



HELL!



PROJECT: Heimdall 2

PUBLISHER: Core Design

DEVELOPER: The 8th Day: Ged Keaveney (programming);
Jerr O'Carroll (graphics);
Dave Keogh (additional game design);
Martin Iveson (music)

INITIATED: April 1993

RELEASE: Easter 1994

(Above) Heimdall 2 will certainly make for exciting gaming, especially now that combat will be carried out on-screen. You'll be able to select from a variety of weapons and each will be fully-animated. Graphically, Heimdall 2 dumps all over the first game - and even that looked completely excellent!

the difference here is that you do this while the game is still going on. Once you've mixed up a hex you can store it for use later on in the game.

"The inventory now works in much the same way. You can store things or hand them over to other characters with very little fuss. We've also included quantities. In the original, if you had two or more food rations then they'd occupy two separate 'slots' in your inventory. Now you can have loads of rations stored in the same 'slot', meaning you can carry much more. We've tried to make it much more user-friendly.

"As you can see, we've really picked the first game apart, but it's good to learn from your mistakes."

Well I don't care - the first game is still brilliant in my eyes. But this one sounds even better, please tell us more, Ged.

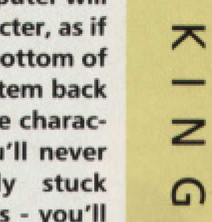
"Heimdall's up against Loki once again, but this time he's only aided by Ursha who's a Valkyrie. You've got one whole quest which is roughly outlined in the manual but as the game progresses you'll get a better idea of what you need to do. It's certainly not a rescue your girlfriend kind of game."

Graphically, the game is very much in the same style as the first. Smoothly-animated sprites walk across the screen, giving an extremely lifelike and cartoon-y appearance. However, there is one blatantly obvious difference - now there are steps which take Heimdall up to different platforms.

"The level maps in Heimdall had no raised walkways and were mainly square shaped. Visually, the game was dull. Looking back on it now we can see that there was a lot of room for improvement," admits Ged.

Other differences are not so easy to spot. Object manipulation is handled a lot differently, as Jerr explains.

"If you dropped an item in the original game then you'd lose it - it was pretty limiting, really. Now, if you try and dispose of an object which is necessary to finish the game then it will reappear somewhere else in the game world. For example, if you attempt to chuck a scroll off the side of a cliff then the computer will allocate it to another character, as if he's collected it from the bottom of the cliff. If you want that item back then you'll have to slay the character who picked it up. You'll never find yourself completely stuck through utter carelessness - you'll just make the game slightly harder.



"Heimdall 2's game world is a finely-balanced thing. Baddies will never reappear once you've killed them (although you will come across generators in some case which produce more meanies, so the game never feels too empty), and there's a finite number of objects - if you drop some treasure and a thief comes nicks it while your back's turned then when you kill that particular character you'll be

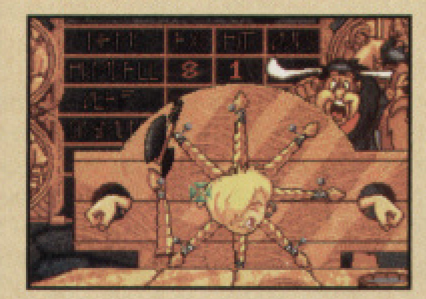
NOT CRAP AT ALL

Don't believe a word of what Ged and Jerr say - the original Heimdall is a fine game and no mistake. These shots are taken from the original game and highlight a few of the graphical changes between it and its sequel. Note the flat terrain and combat screen - you'll not be seeing those again.

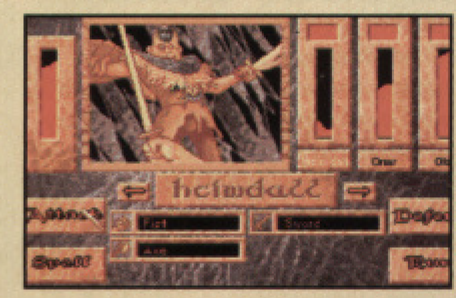
Although the combat system was visually impressive and innovative at the time, it was a bit of a git to use. Instead of just clicking on your attacker you had to click on the box containing the weapon you wanted to use and then on the 'Attack' box. Okay, so it wasn't hard to do but it was clumsy in practise and the all-new system is much more effective and rewarding. A definite improvement.

Note also the axe throwing sub-game. This and two other such reaction testers were where you got to prove your worth to your potential travelling companions. The better you performed in all all three areas (axe throwing, pig catching and treasure nicking) then the more volunteers you'd get coming forward to join your crew.

Heimdall was a resounding success - it sold by the bucketload and continues to sell even these days. Don't let Ged and Jerr put you off rushing out and buying it now if you don't own it already. You'll be glad you did.











able to reclaim your treasure. It's far more realistic, really."

Another thing the team point out is that all the important objects within the original game were placed against the back wall of its location. I wouldn't have noticed it; you wouldn't have noticed it - but you won't find that kind of thing in Heimdall 2.

"We've got a proper 'walk behind' system now," offers Jerr, "The way the first game worked made it look a bit empty, now Heimdall can move behind almost any object. This means that we can create more varied and interesting rooms for him to explore, without being hindered by as many restrictions."

Just as Jerr and I are discussing the original's attribute sub-games, Jerr decides to interject. "Spot the reference," Ged asks as the on-screen Heimdall strides into what looks like a fairly uninteresting pub location. On closer inspection you can see drunken men attempting to cut ponytails from a young maiden's head using only a throwing axe - just like the original's sub-game.

"And she's going to die this time," adds Jerr, "she's going to get an axe straight in the head."

Early previews of Heimdall did indeed have the girl taking a weighty axe full in the face and to say the results were graphically displayed would be an understatement. In fact, this bit was initially so gory and sick Core decided it would be in everyone's interests if this offending part was removed.

But what about this game? Now that everyone's moral standards appear to be dropping, will Heimdall 2 contain any such downright disgusting animations or effects?

"We'd like to make it as sick as possible, within reasons, of course," laughs Ged. "If it's something like hacking someone's head off then there are ways of making it fairly acceptable, especially if it's done humorously. We'll just write the game how we want to and if it proves to be too much for some people then we'll take it out. It's not a problem."

As we're talking about hacking people's heads off this might be a good time to mention Heimdall 2's combat system. And yes, it's completely different to the first game, which, if you remember, took place on a separate screen in an RPG-ish kind of way.

"The reason we did combat like that in the first game is because we thought that was what everyone wanted, but now we realise that by doing it this way everyone will find it easier and a lot more enjoyable to play. It took up far too much graphics space and by freeing that up we've been able to incorporate so much more in terms of variety and gameplay."

All the skirmishes and scuffles in the game take place on the isometric screen. "It's all in-game combat now," states Ged. "The baddies have different levels of intelligence; some will attack you with their clubs or arrows, some may even run away. You'll even get a few adversaries trying to talk to you.

"This game is very different - we didn't just want to rehash the graphics and call it a sequel. That would be a real cop-out. In fact, nothing in Heimdall 2 has been re-used from the first game. We're writing this because we enjoy it - if we felt we were short-changing anyone then we wouldn't do it."

Heimdall 2 is being written primarily for the 1Mb A500 (although there will be a 256-colour A1200 version following shortly). "If we were writing for a higher spec machine we'd put a lot more baddies in. We can't for the A500 because things start slowing down drastically," reckons Ged.

However, there will be plenty of additional background effects to bring each screen to life like footprints appearing in the snow as Heimdall treks across it.

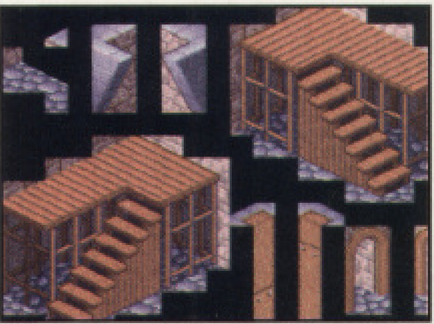
"We believe we're using the A500 to its full. There are plenty of visual effects like half-brite and so on, which makes it look much more impressive."

On paper, Heimdall 2 sounds a lot like Core's other forthcoming release, Darkmere. "Yes, I suppose it does," admits Jerr, "but in reality the two games are completely different. Darkmere is a very sombre-looking adventure whereas ours is very bright and cartoon-y. At the end of the day I don't think anyone will be put off buying Darkmere because of Heimdall 2, and vice-versa."

Although Heimdall 2 veers towards the graphic adventure side of things, the team are confident that even RPG die-hards will enjoy it, whatever their preferences.

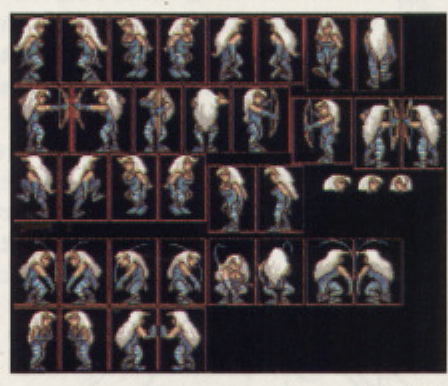
"We think that the new elements we've added to the gameplay will more than make up for the loss of RPG-style combat. Even RPG purists will love Heimdall 2," boasts Ged.

It's time now to leave the first part of the Work In Progress. Over the next couple of months we should see more and more gameplay elements added and tweaked until, come February, the game will be almost complete. Make sure you tune in next month!



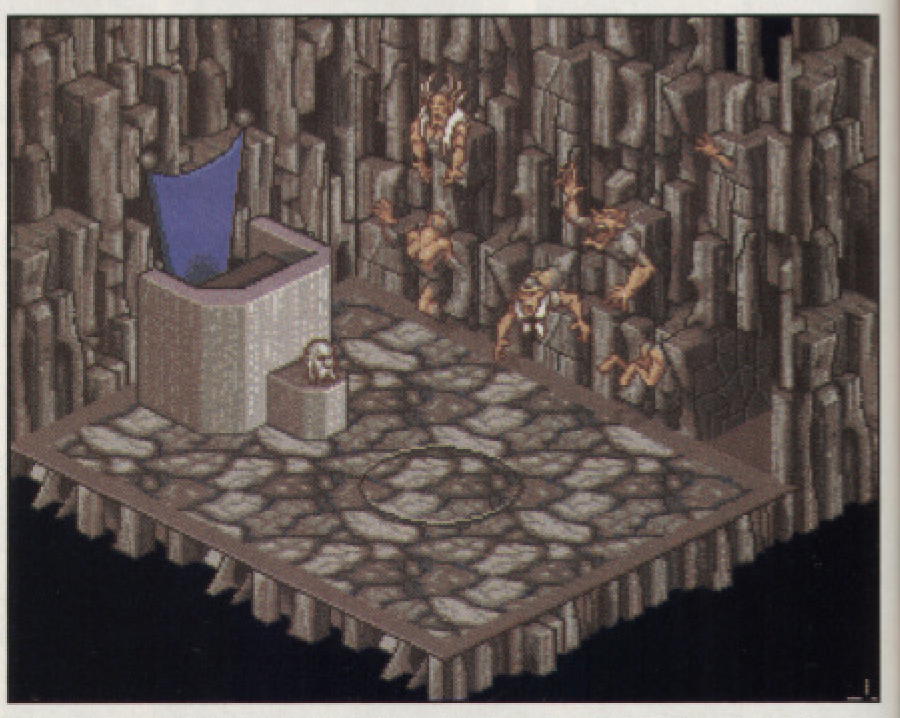
A few of the background tiles with a running commentary from Jerr: "The layout of the first game was pretty random - some rooms didn't really relate to those adjoining it. You can now fully map this game without any problems."

(Below) "She's just like that bird out of Hammer," offers Jerr when Heimdall's female companion appears on-screen. This roughly translates into: "like all women, she's equal in every way to men although some of her attributes are different to Heimdall's. She's not much of a spell-caster but she can sure handle herself in a fight."

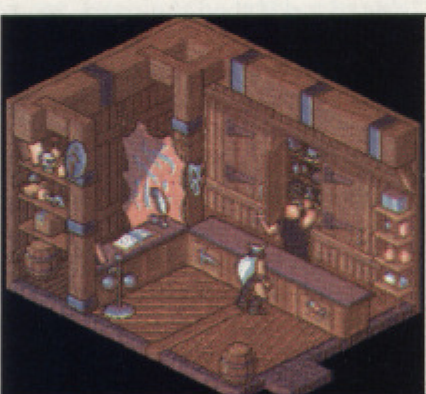




(Left) There are loads of characters to meet during your quest and conversations will be initiated as soon as you walk up to them. Most of these brief chats will present you with additional information about your overall quest and various sub-plots the game contains. At the moment the team feel there won't be any need for Heimdall to respond to anything said, although that will be included if needs be.



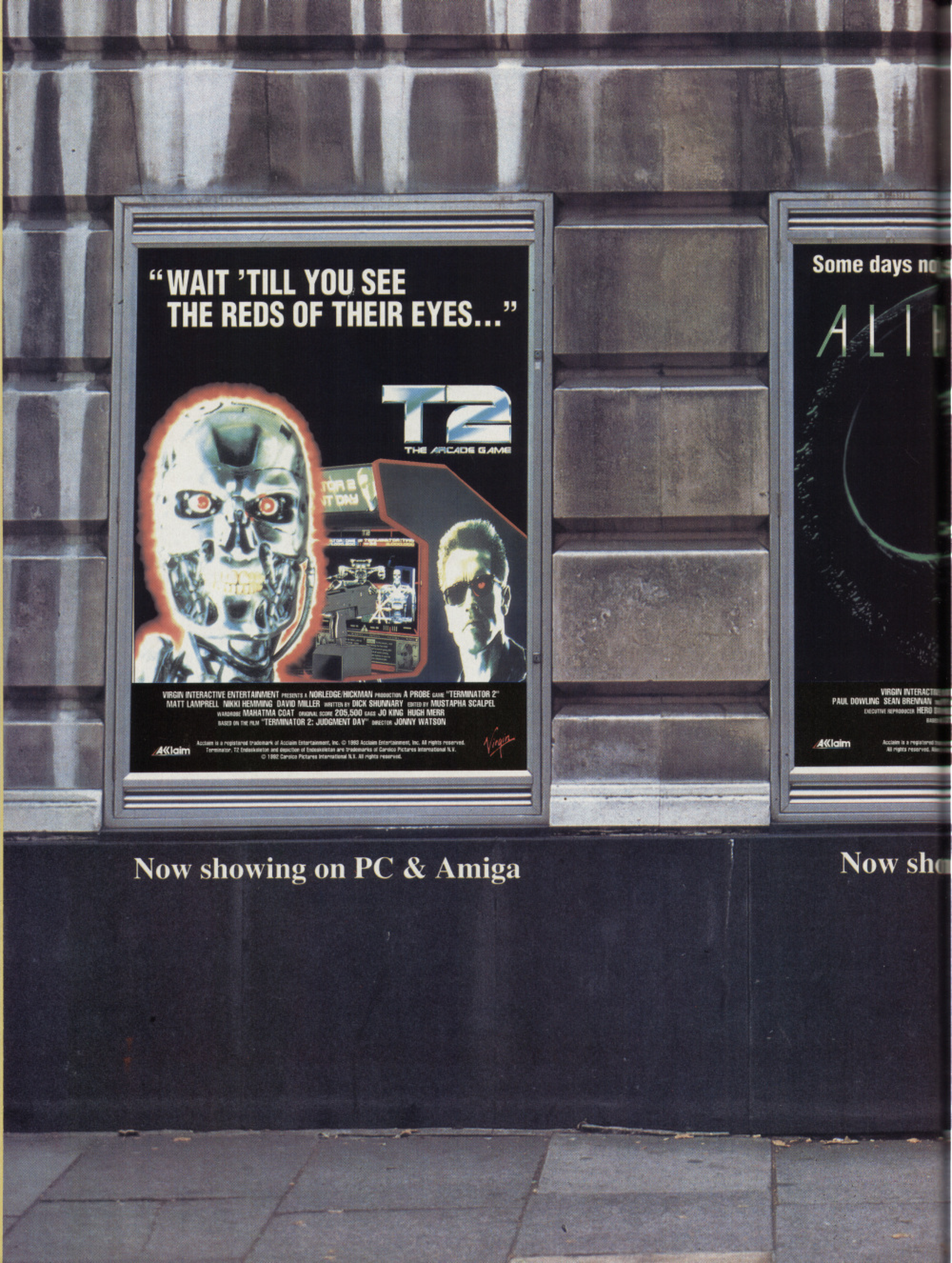
(Above) Even though Heimdall 2 is packed full of features there are still additional bits the team have had to leave out, for one reason or another. "If we do a third Heimdall then hopefully it will incorporate some of those - we'll just keep adding and adding until we get to Heimdall 18 or something," jokes Ged.



"What everybody seems to do with shops is just stick them on a single screen," reckons Jerr, "but we've done it a bit differently. Whenever Heimdall enters an emporium he'll be able to select whatever he wants to buy just by striding up to one of three positions on the counter. The shopkeeper will then hand over an object to Heimdall."

NEXT MONTH

No, not another bit of advertising for the January Issue of The One (did anybody mention 'complete game'?), instead a quick rundown of what you can expect in part two of this three-part Work In Progress. Next month we'll leave the subject of the original Heimdall and dive headfirst into the technical nitty-gritty of Heimdall 2, share the team's ups and downs, as well as finding out how the music side of things is


"WAIT 'TILL YOU SEE
THE REDS OF THEIR EYES..."
T2
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VIRGIN INTERACTIVE ENTERTAINMENT PRESENTS A NORLEDGE/HICKMAN PRODUCTION A PROBE GAME "TERMINATOR 2"
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seems to go right.
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EDITOR director of photography LEN SCAPP
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PROJECT: Reunion
PUBLISHER: Grandslam
DEVELOPER: Janos Kistamas (Programming); Tamas Fodor (Graphics); Tamas Kreiner (Music); Csabar Gyarmati (Design); Gabar Feher (Project manager)
INITIATED: May 1992
RELEASE: Early 1994

WE'LL MEET AGAIN

Thanks to Frontier, Matt has managed to annoy Simon all month by constantly talking to his mates about buying beam lasers and docking manually, and it looks as if Grandslam's latest may only fuel the fire. More exploration and intrigue ahoy!

It's a sad but true fact that people only react to horrendous situations once the damage has been done and it's all too late. If you're looking for a perfect example of shutting the stable door once the horse has bolted then take a look at the sad history of a little blue-green planet called Earth in the Sol system.

2048: The Earth's biosphere has now been so badly damaged by pollution that vast areas of the planet's surface are subjected to high levels of radiation. The United Nations members agree to devote all resources into saving the planet.

2109-2502: Helped by the release of an artificially produced "ozone replacement", the holes in the ozone layer begin to get smaller and the Earth enjoys a period of prosperity and peace. All weapons are abolished, and any nations showing aggressive tendencies are dealt with swiftly by U.N Military forces. Eventually the Earth is a conflict-free zone and scientific progress accelerates in this enlightened atmosphere of unity.



The galaxy is a fairly big place to say the least. There are 10 races to encounter across 8 solar systems and you can explore 140 planets or moons, some of which can be colonised. You can't just land any old place though, as you could find yourself being crushed by horrendous gravity, or worse still, landing on a volcanic world (inset). Some serious surveying is called for, methinks.

2563: Over 50 years of dedicated research comes to fruition when the U.N Nuclear labs successfully combine elements of Einstein's Unified Field theory with anti-matter physics, creating a new form of propulsion. By warping the very fabric of space, points can be brought together making fast travel between solar systems a possibility - 70 years of space exploration and colonisation research begin as colonisation on other worlds becomes a real possibility.

> "There's no point in starting a project if you only think that it will be second best, and we are confident that Reunion will be THE best"
>
> **Gabor Feher, Reunion's project manager**

2616: A strange uprising begins on Earth; people become hostile and overthrow the establishment as a bloody conflict ensues in which the growing number of rebels are victorious. The last order of the old regime is the emergency departure of the Explorer 2, a colony ship carrying 1500 people.

2621: The ill-equipped Explorer 2 reaches a new solar system, but the stress of stopping the ship causes the generator to explode, forcing the crew to escape using the safety pods - only a small proportion of them make it to New Earth....

Many, many (and I mean quite a lot of) years have now passed, and the New Earth colony is well established and close to where Old Earth technology levels were at the time of the uprising. As a leader of the populous, you have decided that it's time to return to space and reconquer Earth - it's time for a... REUNION. (©1993 The Matt Broughton book of long and tenuous links. Penguin books, priced £17.99)

So, with the plot behind us, we turn our eyes to the sky and wonder just how the bloody hell we're going to get to Old Earth. No problem! You have some of the finest minds, pilots, resources and workers just waiting to be called upon. First things first, you had better get someone to invent space travel or you aint going anywhere, my son...



Once you have the credits, the manpower, and the raw materials, you can start to build your fleet of ships. There are a wide variety of ships to choose from, and these can be varied further by use of different weapons. As you can see from some of the other ships dotted around the page, their graphical representation goes a long way to creating Reunion's atmosphere.



There's not much point in building ships if you've got no one to fly them, so it's off down to the job centre for me. Now then, which one of these hardy tough-nuts should I pick? You need to employ people with different skills at some point or other in the game, and this is how you make your choice. Pick a face and see what their qualifications look like, not forgetting to check their fee, of course.



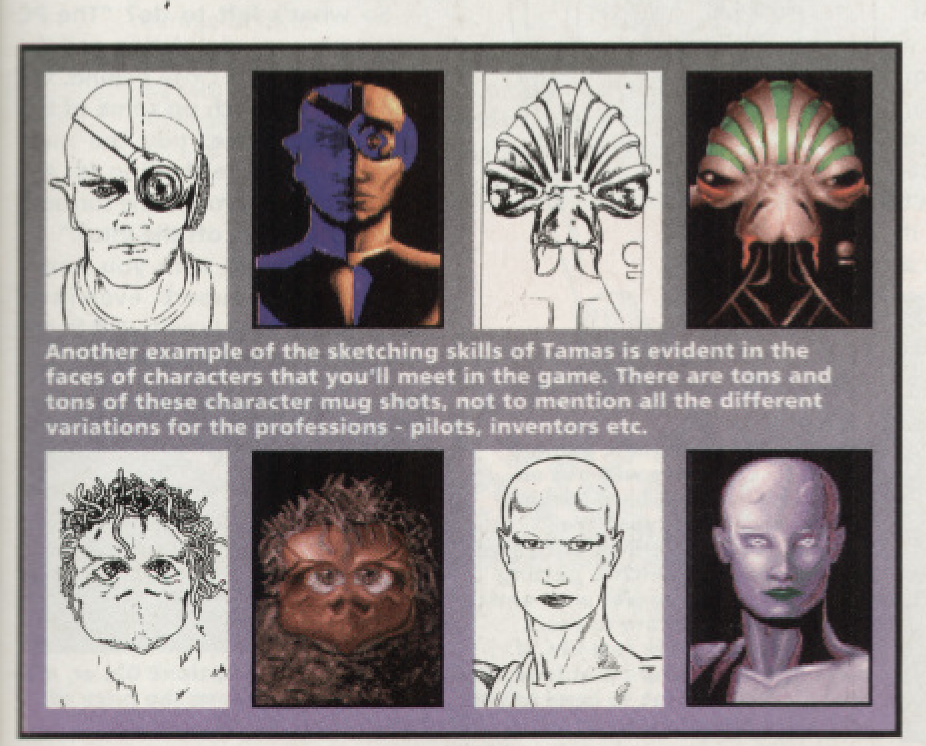


These are just two examples of the 'video clips' you'll come across during the game. Here, short, stylish animations break up the static when certain situations arise. I realise that you still can't see what it looks like when it moves, but believe me, it's very tasty. Here you can (or can't) see a pilot about to crash and a fighter being launched from its hanger.Pretty good, isn't it?

Reunion is a strategy/space epic that resembles a number of games, from Civilisation to Dune 2 to Frontier. By developing technologies, science and personal skills, you must gradually stretch your reach across the surrounding star systems in an effort to reach Old Earth. And what are the chances of you reaching Earth without bumping into about a million problems, not to mention alien life forms? None mate. That's what.

As with a huge number of games that we've looked at just recently, you need to develop your populous in both technological and military might, and though new inventions may appear to only affect civilian life, more often than not their military use will become apparent at a later point.

Weighing in at an impressive 8 Megabytes on hard disk, or 4 floppies (let's not forget that the game engine for Frontier only took up 1 disk), Reunion has certainly pushed data crunching to the limits if nothing else. Gabor Feher, Reunion's project manager: "The hardest thing programming Reunion was solving incompatibility problems. This has been a problem on the PC for years but it's now becoming a problem on the



Another example of the sketching skills of Tamas is evident in the faces of characters that you'll meet in the game. There are tons and tons of these character mug shots, not to mention all the different variations for the professions - pilots, inventors etc.



Blimey! Look at the colours in this! Yes, just another superb excuse to fill the page with lovely pictures from Reunion. No doubt by now you've got the message that all of the graphics in the game have been painstakingly deliberated over, but don't think that's going to stop me from going on about them. Cwor!

Amiga. A1200 code has to be changed a lot to fit on a 500/600 and vice versa. The other big problem is the lack of hard disk as standard. When you have to display hundreds of kilobytes of animations you can't afford a long wait for data to load. This is why we have a very efficient cruncher program, but even this way we won't be able to fit all the animations into the A500 version. The other problem is the slower processor speed of the Amiga compared to high-end PCs. You have to work in assembler, which slows down the project, but assembler is faster than any other language.

"The A1200 version will use the machine to its full capacity. It'll have superb animation sequences, lots of speech and use 256 colour graphics. This version will only run from hard disk, but should be better than the PC. A CD32 version is planned for later next year."

When I first asked Steve Sargent from Grandslam about the game he told me that it could only be described by taking the best bits from other games and mixing them together. What did Gabor originally set out to do with Reunion?

"We tried to create a game that is a bit different to other games on the market. With the excellent graphics and animations we've tried to make a good atmosphere for games players.

"All we can say is that those who like these types of games [space exploration/strategy] will like Reunion as well. There's no point in starting a project if you only think that it will be second best, and we are confident that Reunion will be THE best"

Grandslam's Steve Sargent explains how the combat system works: "You spend your time building up your army groups with anything up to about five or six different fighter craft equipped with different kinds of weapons, and then send them into any trouble spots. What you get on-screen is a radar on one side showing your ships' positions, with the other half showing a video sequence with clips of, for instance, a ship being destroyed or taking a hit or whatever is going on at that particular time. The battle unfolds, and though you don't actually control the ship in 3D, it happens in front of your eyes as a strategic battle based on the uni[...]

So why opt for the 'watc[h] rather than join in' system? Gabor: "We feel that one of the most important parts of a game is the control system. This should always be as easy to use as possible, which is why we have opted for an intuitive icon interface. We have also enabled a few functions to be accessed from the main screen so that the player may feel more a part of the game environment. The control of the ships can be done with icons or clicking on the control panel. You can see how the ship performs but it will be no surprise to you as you will have organised its configuration and checked its statistical chances before hand."

Another of the game's surprises is the number of alien characters that you will encounter. There's no specific amount available but we're assured if there was then it would be huge. Was it a problem keeping the aliens different and interesting, and what about the artificial intelligence? "They were actually easy to make up but difficult to program. It took a really long time - some aliens have different weapons, and sometimes you will battle against seemingly impossible odds until a benevolent race step in. The way you develop equipment is also controlled by an artificial intelligence system."

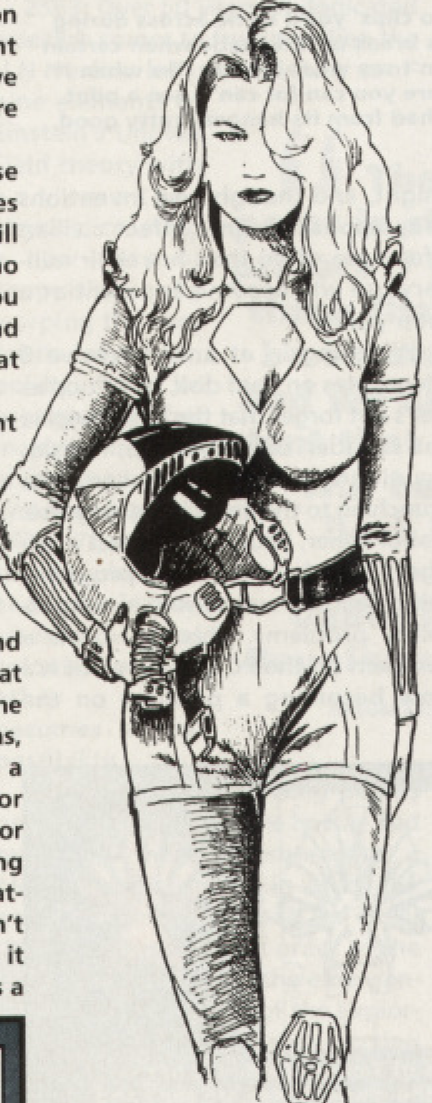
So what's left to do? "The PC version is near completion and the Amiga version is close behind. We still have to touch up some of the alien intelligence, tidy the main screen, finish the shading for the planet rotation around the sun and, of course, polish off the intro."

I'll be honest with you now - Reunion looks superb, even in its early stages, and I can't wait to get my hands on the finished version.

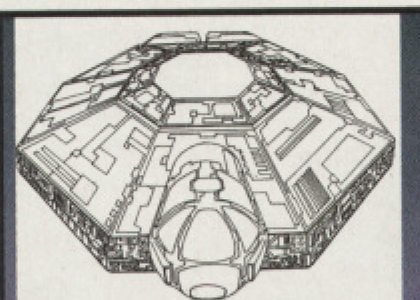




(Above) Faces, faces everywhere, none of them the same.

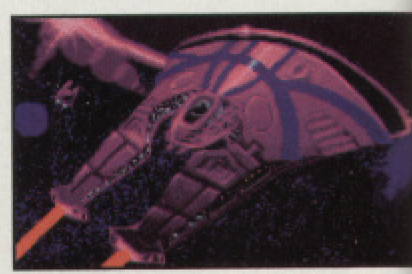


(Above) What futuristic game would be complete without an incredibly sexy-yet-hard looking 'Judge Anderson' type? Well, Reunion is no exception, with some more of Tamas' sketches getting the player not only wet with anticipation, but desparate to meet someone like this in real life. If there are any readers that look like this, please feel free to send in your addresses and a photo.





Here you can see how meticulously drawn sketches were used to produce the glorious colour pictures on the Amiga. Gabor Feher: "Reunion is one of the few games that is 99% hand drawn. The graphics are sketched on paper, then Tamas draws them in using DPaint."



What? Another caption? Oh, er, my word, have you seen the price of bacon these days? .

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary between formats in quality and appearance and are subject to the computer's specifications.



PROJECT: Theme Park
PUBLISHER: Bullfrog
DEVELOPER: In-house: Peter Molyneux (project manager); Paul McLaughlin, Finn McGechie (artists); James Robertson, Mark Lamport (programming); Russell Shaw (music)
INITIATED: September 1992
RELEASE: March 1994

THE ENTREPRENEUR

There's a new game on its way. It's from Bullfrog. Simon Byron takes a look. And uses short sentences.

E = t_p -> B - (t_s -> c/4) + (K1 (t-s -> H + t_s -> T)) + (K2 (t-p -> H + t - p -> T))

It may be true that we're guilty of starting off everything we write with any old crap, but the above line of garbled letters and symbols is actually a mathematical equation from Theme Park, Bullfrog's next release, designed to work out whether or not a little person will wander into any newly-created amusement centre. Even though on the surface the game looks pretty simplistic, your computer will be working out equations like this virtually non-stop. Frightening, isn't it?

We seemed to have jumped the gun here, so let's explain what the game is about. Theme Park, as it is aptly named, places you in control of a rapidly developing entertainment complex. By constantly adding to your attractions, it's your job to create the biggest and best tourist attraction this side of Alton Towers. It's basically Sim City with roller coasters and merry-go-rounds, but with one important difference. It's fun to play.

Theme Park is the brainchild of Bullfrog's Peter Molyneux, and has taken almost ten years to develop. Sort of.

"In 1983, all you had to do was write a game where Space Invaders attacked Mars and you'd sell a billion trillion copies" and be perceived as the greatest programmer ever," laughs Peter. "So I, in my infinite wisdom and blind stupidity, I decided to write a business simulator called Entrepreneur. Even though no 12 year-old wants to play a business simulator (they're too interested in arcade games), I still decided that it would be a really good game.



Theme Park will feature hundres of sampled sound effects - many taken from the real rides themselves!

"I finished the game, play-tested it and was convinced that the game would sell millions, even though the game was text-only. I took an advert out in a national computing magazine and was so convinced that I was going to have so many orders that I notified my local Post Office sorting depot and warned them of the impending avalanche of mail. At the time my office was in the corner of a warehouse and the day before the magazine with the advert in it was due to hit the streets I noticed that my letter box wouldn't be big enough to cope with all the envelopes. So after cutting a larger hole in the door, I believed I was fully prepared.

> **"... I love theme parks and it was a great excuse to do some really good research."**
> **Peter Molyneux**
> **Bullfrog**

"The day the orders were supposed to come flooding through the door, I arrived at my office at 7.30 and waited for the sounds of the approaching postman. Finally, footsteps could be heard - which was odd, because I was expecting something like a dump truck - and two envelopes popped through my huge letter box. Those two envelopes contained the only orders I ever got for the game. And I suspect that one of those orders was from my mum.

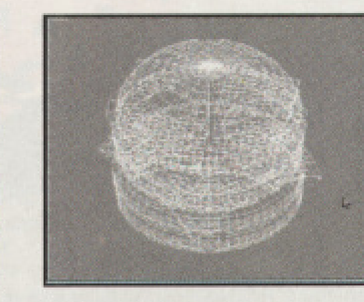
"To this day, there's a hundred pound prize for the first person to complete the game and at that time a hundred pounds was a lot of money. I lived in fear for a good few years after in case someone tried to claim their reward.

"Despite its lack of sales, it was a really good game and fun to play and I've always been looking for ways to make it appeal to more people. Then one day the perfect idea hit me - I'd create a game where you control your own theme park. So what we have in Theme Park is a game you can play on three completely different levels. You can just see what it would be like to build a theme park to your specifications. You can play it as a simulator where you have to maintain the park and keep all the visitors happy. Or finally you can play it as the full-blown business game where not only do you have to design and build your own theme park, but also operate a healthy and successful business from it."

But why not create a game about building up a successful bank or corner shop? "Well, I love theme parks



All the available options will be displayed in the menu on the left.



Many of the graphics were created by using meshes, just like here.





and it was a great excuse to do some really good research. It's also something where you often go and think 'If I'd had been given the chance to design this place I wouldn't have put this there, or that there, etc'.And it's also something that people can immediately associate themselves with. If I told you that this game enables you to design theme parks then you immediately know what I'm talking about."

At the start of the game you're presented with a big field which has a number of randomly-generated features such as rocky areas and lakes. You can set up your theme park in one of forty countries. There are advantages and disadvantages for each country - for example, if you set up park in Iceland then the land will be cheap but you'll need to make the park very, very exciting for people to want to travel there.

Design the parks is easy, due mainly to the care and attention the Bullfrog team have put into the interface. "We've designed the system to be as easy to use as possible," says Peter. "If you've ever used a paint package then you'll have no problems with Theme Park's interface. One of the main differences between this and, say, Sim City is that you're given the chance to experiment with layouts because you don't pay for anything until it's been there for a month. So you can design for your heart's content and not have to pay for doing so."

Your park will be limited only by your imagination. To demonstrate how you can create an almost infinite supply of brilliant theme parks, Peter sets up his own park 'Bullfrog World' and talks me through the theme park-building process as he goes about it.



This is what you're aiming for - a crowded park filled with people and rides. Reach this stage and you may be up for a prize.

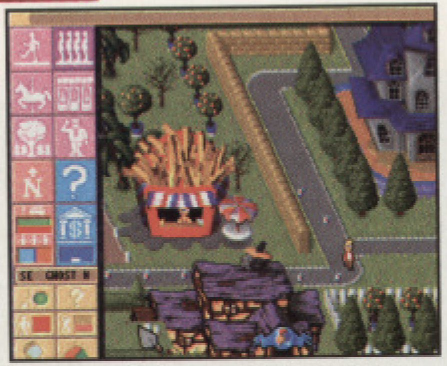








(Above) Here are a few shots showing the variety of attractions you can build. And there are many more besides these!



Woo -scary! You wouldn't catch me in that Haunted House.

Having layed down the foundations of the park (paths and a nice pond), Peter erects a couple of rides; a roller-coaster and a merry-go-round. A bus laden with eager visitors then pulls up and after each has paid their admission charge (adjustable, of course) they begin to roam Bullfrog World.

"Obviously people come to a theme park to go on rides. You decide which rides you want to place but you need to take into consideration how they'll queue. If you're space conscious then you'll design a twisty-turny queuing system rather than a long, straight line which isn't exactly the most conservative use of space.

"You can adjust how many people need to be on a ride before it starts. It's best to try and fill up each carriage so that you don't waste power by sending off a roller coaster with just one person in it, but if you wait too long before starting up a ride then the people sat on it will become bored, reducing their overall satisfaction with the park.

"The roller coaster is the best ride of the lot. You can make it as safe or as unsafe as you want by adjusting individual slopes, corners and loops. You just plot a start, mark out the route and as long as the track ends up where you started from then you're free to do what ever you want. You can even alter the size of the loops and corkscrews but you have to ensure that the carriages have enough momentum to make it round.

"If you feel that some of your rides are a bit sedate then you can alter the 'excitement level', which basically speeds things up. The trouble with doing this, though, is that the faster a ride goes, the more likely it is to break down.

"It's best to provide some food shops because you have to make sure that people have the opportunity to spend money," Peter advises as his eyes turn into large green pound signs and his ears emit a k-ching sound. "You can have all kinds of food emporiums - chip shops, ice cream shops, lemonade shops, hamburger shops, those kind of things. In the business side of things you can vary the amount of money you make on the chips but a large part of the overall strategy is keeping the balance right - if you charge more,



There really are too many things going on here to chat about them all individually. So I'd better not.

you'll make more, but your customers won't be very happy. You can also vary how much salt you put on your chips, the theory being that you can sell more drinks by making the chips saltier and, as a consequence, your visitors thirstier." This latter theory, by the way, is practised in many pubs and night clubs in Bournemouth. And they turn the air conditioning off to make you hotter so that you'll buy more beer. Just thought you should know.

Remember that equation back at the beginning of this Work In Progress? Well, there are loads more of these calculations running in the background, working all kinds of things like how people will react to certain situations, whether or no[t] they'll want to go on rides and eve[n] where they'll decide to eat thei[r] yummy hamburgers.

"The little people prefer the par[k] to be aesthetically pleasing so yo[u] can plant trees and create little pic[-]nic areas," offers Peter. "But the[n] you have the problem of litter - bin[s] and little collectors need to b[e] added to pick up all the empty wrap[-]pers and cans. Too much rubbish wi[ll] obviously alter the look of the park.

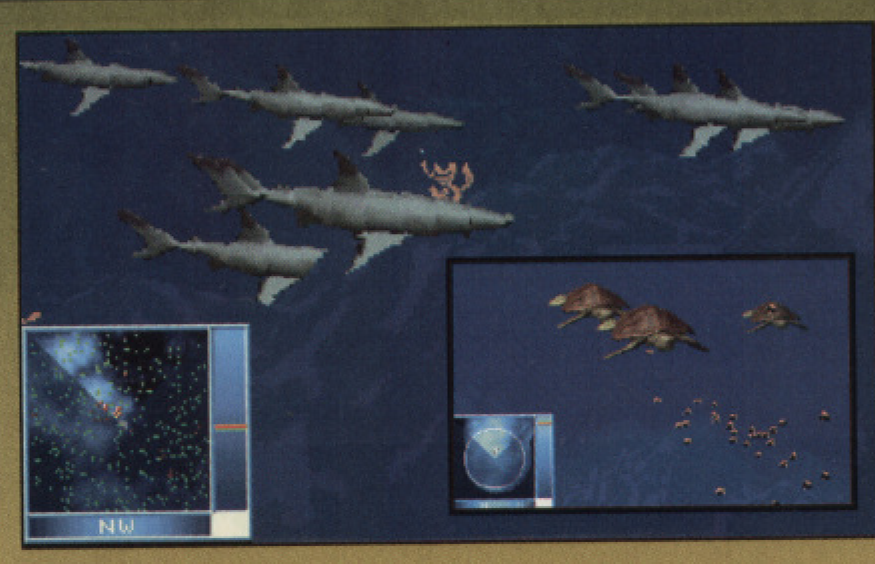
As you continue to expand you[r] tiny empire, the folk meandering around will indicate their curren[t] satisfaction with the place by star[-]ing out of the screen and pulling different expressions. If the[y] become too depressed (for want o[f] a word that isn't swearing), you ca[n] initiate the emergency entertain[-]ment option which sets off a mas[-]sive firework display.

You can build your theme park fo[r] just for fun or to compete in th[e] many competitions within the game. There are prizes spread over a num[-]ber of categories, including Highes[t] Roller Coaster, Richest Theme Par[k] and Best Overall Park. There are fort[y] other parks vying for the top spot i[n] each of these competitions although you can't move the displa[y] to see exactly how each is doing.

"There will be a network optio[n] so you can play Theme Park over a modem against forty othe[r] friends," states Peter, "but yo[u] won't be able to check up on the[m] other than by constantly looking a[t] the progress charts."

"To get to number one will b[e] pretty hard," reckons Peter although he doesn't offer £100 fo[r] the first person to do so.

Even if Sim games haven'[t] appealed to you before, the combi[-]nation of an unusual and interestin[g] scenario and well animated, cutsi[e] graphics should ensure that Them[e] Park will keep you coming back fo[r] more. One thing's for sure: Si[m] games have never been so much fu[n]



AND THAT'S NOT ALL

Along with many as-yet unconfirmed titles, Bullfrog are currently developing two revolutionary games. Both look set to be as ground-breaking as all of Bullfrog's recent releases even though they're both still a long way off completion.

Magic carpet is shaping up really well. The 3D game engine looks stunning and the way the landscape fades in from the distance is just amazing. Even though the full game-engine isn't fully implemented, the already game plays surprisingly well - there's a genuine sense of vertigo as you sweep past the mountains and valleys. The screenshots shown here are from the PC version but Peter assures us that the CD32 version



will look identical. It's possible that there will be an A1200 version, but an A500/600 version is almost definitely a non-starter.

Creation is the other game pencilled in for a CD32 release. Placing you in control of an underwater vehicle, you have to influence opposing fish colonies in an attempt to conquer the oceans. It's also another brilliant 3D game, although the major graphical difference between this and Magic Carpet is obvious. A lot of care and attention has gone into creating an accurate 'ripple' effect which simulates the effect water has on light shining from the surface.

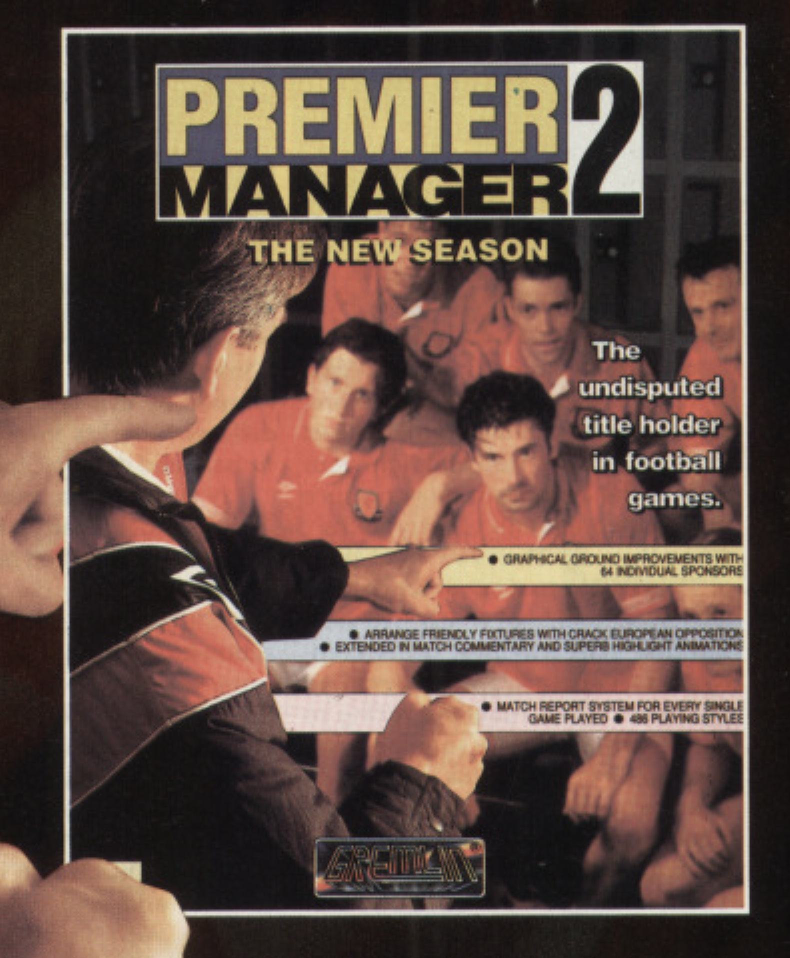
Both games look set to be released towards the end of 1994 and you can be assured that we'll be taking a closer look at these two as soon as we possibly can.

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PREMIER MANAGER transformed the face of **STRATEGY** football management games with its accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features. Have you the management skills to turn around and improve your teams performance? Get ready to blow the whistle on **THE** football game for 1993.

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"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you."
The One 90%.

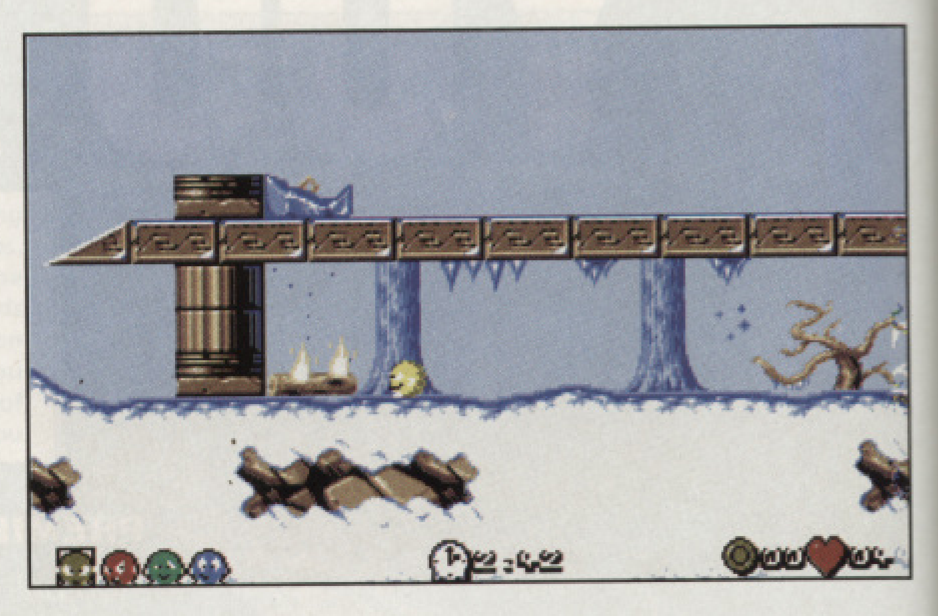
YOU GOT IT.



AVAILABLE ON: AMIGA/A1200 and PC 3.5"

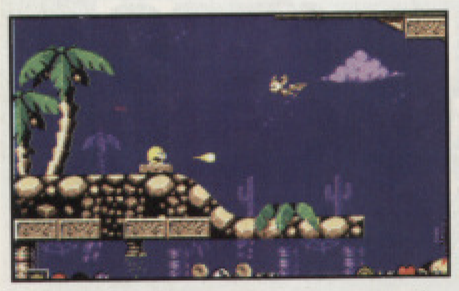
PROJECT: Fury of the Furries
PUBLISHER: Mindscape
DEVELOPER: Kalisto: Nicolas Gaume (project manager); Cyrille Fontaine (design); Sebastian Wloch (programming); Francois Rimasson (graphics).
INITIATED: May 1992
RELEASE: December 1993

After infesting the Earth with homicidal balls of hair, French developers Kalisto have taken the Tinies back home. The rather furry Matt Broughton follows the trail.





FIGHTING FURBALLS



Imagine living on a planet made up of levels. It'd be a nightmare. You'd get up in the morning (level one) and have to leap and fight your way to the bathroom, making sure you pick up enough toiletry items along the way. Then you'd get the obligatory trip to work or school or whatever (level two) which involves fighting your way past other commuters, leaping from platform to platform on the Tube and racing to get a seat every time someone else gets up... come to think of it we do seem to live in a level-infested world, trouble is this one doesn't have fancy rewards at the end.

Anyhow, this kind of hectic lifestyle is pretty much run of the mill for the rebel Tinies in the sequel to their previous game Tiny Squeeks. Since returning from their unsuccessful tour of Earth in the original, they've returned to Sklumph (their home planet) to find its King kidnapped by evil Tinies and the nine different worlds infested by rabid furballs and demonic monsters. Ninety levels await these plucky, yet strangely hairy, heroes, with over a hundred bonus levels to boot.

"I was always looking to do an action-based game on the characters from the Tiny Squeeks," explains Nicolas Gaume, project leader of the French development team Kalisto. "We actually wanted to have something combining the characters from Tiny Squeeks with the fun of a platform game but doing it with a new concept and new designs. When I met up with Sebastian Wloch, a developer friend of mine, and he told me his original idea for Fury of the Furries, I thought 'Well that's it!'. So we hired him, he joined the team and he started working on the story-line.

Fury of the Furries is the sequel and has been described (by Tilt, a rather prestigious French mag) as a cross between Lemmings and Sonic the Hedgehog. "We were very happy when they said that because that was exactly what we wanted to achieve," says Nicolas. "When we set out we didn't look at specific games for ideas. Instead we took people who had a lot of experience in designing platform and action games and we all wanted to have something different. We didn't want a standard platform game as there are already so many of them. Instead we wanted to have a cross-breed, a new genre."

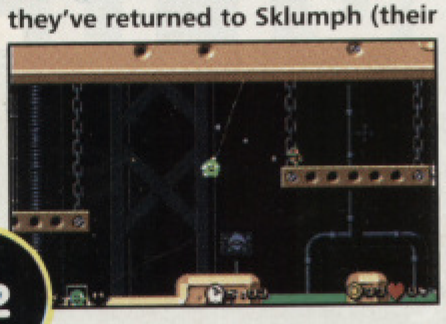
Fury differs from most platform games by giving you control over more than one character at a time. You start by guiding four Tinies around each level, each Tiny being a different colour. Different colours have different abilities (from fireball-throwing to grappling hook-swinging). All of these abilities are needed if you are to guide the Tinies to their captive King.

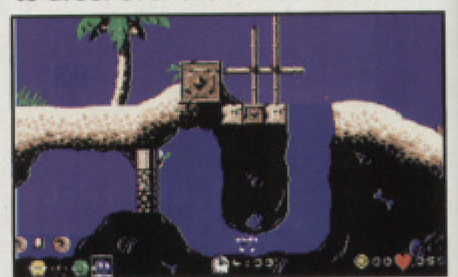
Nicolas, and indeed everyone at Kalisto, has been adamant about the gameplay being given priority over everything else, even if it meant delaying releases. Here he explains the creation process: "The designer and the project manager have both been involved in designing different types of games so they drew on their backgrounds to create this original concept. After that things started to come together very quickly until we had a bet versions of the game. After the beta was developed we worked very long and hard on making everything as neat as possible.

"We wanted to create a good game. When you look at other new Amiga games you tend see more colours and more frills on them. We wanted to have good gameplay then worry about the rest. I would say the most difficult part of the whole project was at the end of the development, making sure it had the best playability we could manage."

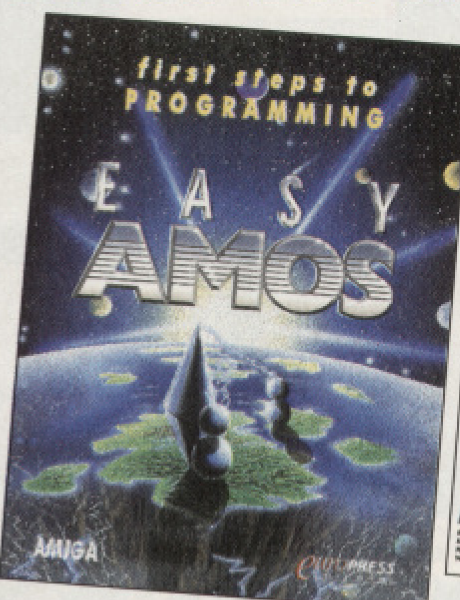
> **"When you look at other new Amiga games you tend see more colours and more frills on them. We wanted to have good gameplay then worry about the rest."**
> **Nicolas Gaume, Kalisto.**

With any luck, we should have a fully-playable demo of Fury of the Furries with the next issue so you should be able to sample its addictive qualities for yourselves. Until then, though, you'll just have to drool over the screenshots.





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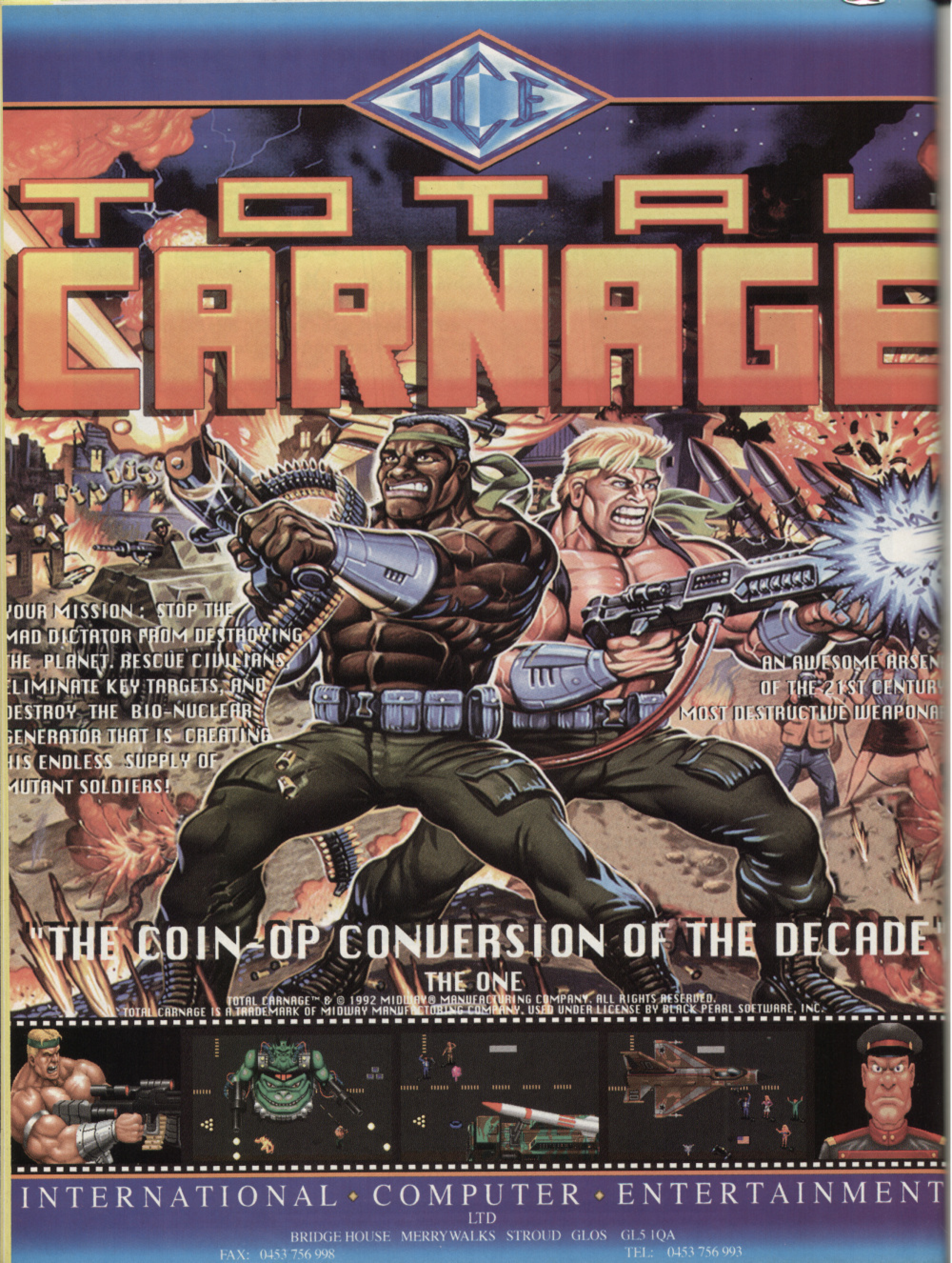
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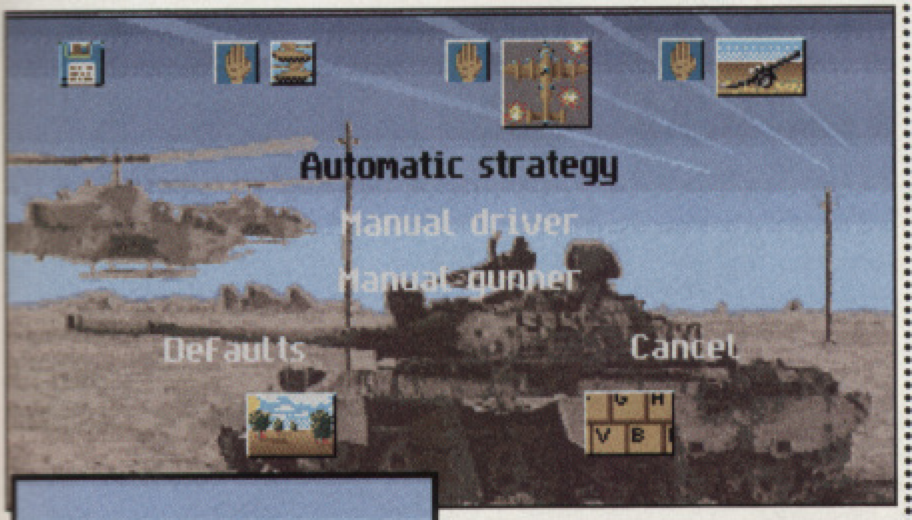


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CAMPAIGN 2

Empire



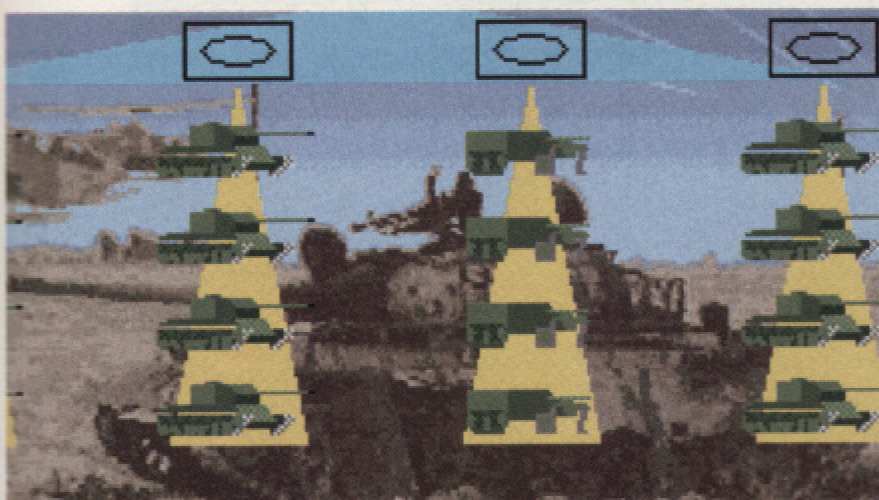
"The military simulation of the year" is says here, and who am I to argue? The original Campaign was a highly successful and detailed simulation of land-based warfare in World War 2, but Campaign 2 is set to blow that away with updated scenarios including post-war vehicles and modern weapon systems. Phwoar!

Just as Campaign included several historically accurate maps, Campaign 2 will be brimming with charts covering many real conflicts from the last 50 years, and after long consultations with military strategists, Campaign 2 is looking to emerge as the most comprehensive simulation - not just of warfare, but of the whole strategy of running an army as viewed from all levels. What this really means is that there is now a fully-working army system installed so that divisions have regiments, which in turn have battalions, and so on, all the way down to individual vehicles. This may not mean a lot to your average games player, but to the strategy gent, it should smell of realism.

The system has been updated to include over 100 new 3D vehicle shapes including British Challenger tanks, German Leopards (1 & 2), American Abrahams, Israeli Merkava and Russian T72s, plus loads more, and also includes guided missiles, rockets, homing missile, laser range finders, gun stabilisers and night sights. Another new feature is that not only can you drive all the vehicles in an improved 3D environment, but you can even fly helicopter gunships. Yippie-kai-ay muddy funster!

As with Campaign and the data disk, predefined maps will be included, (such as Korea in the 1950's, the six day war in the 1970's and the Gulf war in the 1990's) and maps can also be edited and saved to create new scenarios. All the nations depicted in the game have templates for the shape of each level in the hierarchy to allow real divisions, regiments etc to be placed into the maps.

Strategy fans and previous Campaign owners seem to be in for a real treat and we should have more news for you in the next issue of your super-sexy-soaraway The One.

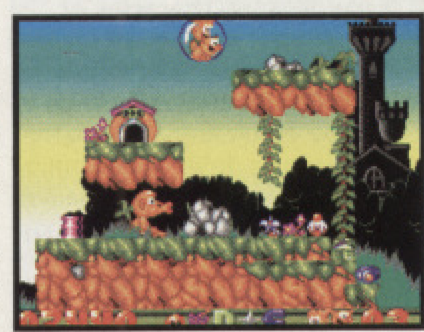


DOOFUS

Prestige

Who in your household is always happy to lick your sweaty feet, carry a newspaper all the way home from the shops, and, for that matter, urinate all over the kitchen floor every morning? Yes, it's your faithful hound.

Why am I on about dogs, I hear you ask - well it's Doofus; a superb platformy game that just appeared out of the blue from the German house Prestige Softwareentwicklung (and I didn't make that last bit up!)







In a similar but reversed plot to Sleepwalker, you must guide your four-legged friend through the dangerous locations of three worlds, split across twelve levels. Doofus is a well trained chap, though, and will always walk to heel rather than just wandering off, so you'll need to protect both your's and your dog's life if you want to get across. Unfortunately he always follows a second or two behind you, so this task will take just a bit of forward planing and good timing. Enemies come in the form of cartoon-style elephants, butterflies, monkeys etc, and can all be dispatched with a tap on the fire button - sending a small but powerful ball their way. Other hazards to be avoided include spikes, mantraps, water and such, and again careful timing is needed to ensure that both you and your mutt make it across - don't forget, if one of you dies, both of you dies in a 'love me, love my dog' sort of way.

You can collect icons along the way (as well as in a shop at the end of each level) that allow you to bomb all baddies on-screen, make Doofus invisible, add revolving orb shields, and let both you and Doofus travel for a short while in a protective bubble. Point bonuses are there for the taking throughout, as well as being found in the special dog houses which Doofus can enter.

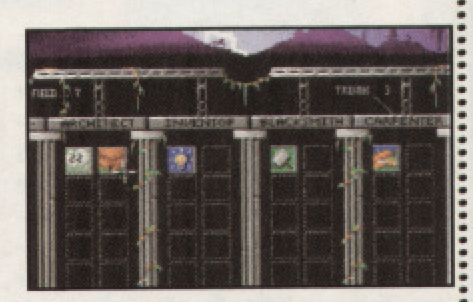
It looks and plays very nicely I can tell you, and the game will be available for all Amigas at the end of November, retailing for a reasonable £27.99. Woof!



GENESIA

Mindscape

If you like the character of The Settlers, the strategy of Civilisation, and the look of Populous, then you could be in for a treat. Mindscape are about to release their latest offering into the 'coming along nicely' stable of God-games, and it looks damn interesting I can tell you.



The objective of the game is actually to recover seven jewels, but this is something that can only be done once you have raised a populous strong enough to make a credible attempt. To stand a chance of success you'll need strength in both your economy and your armies, as well as having the technology available to fulfil your goal. You can play against up to three players and will need to make good use of your initially small number of settlers if you want to take an early lead.





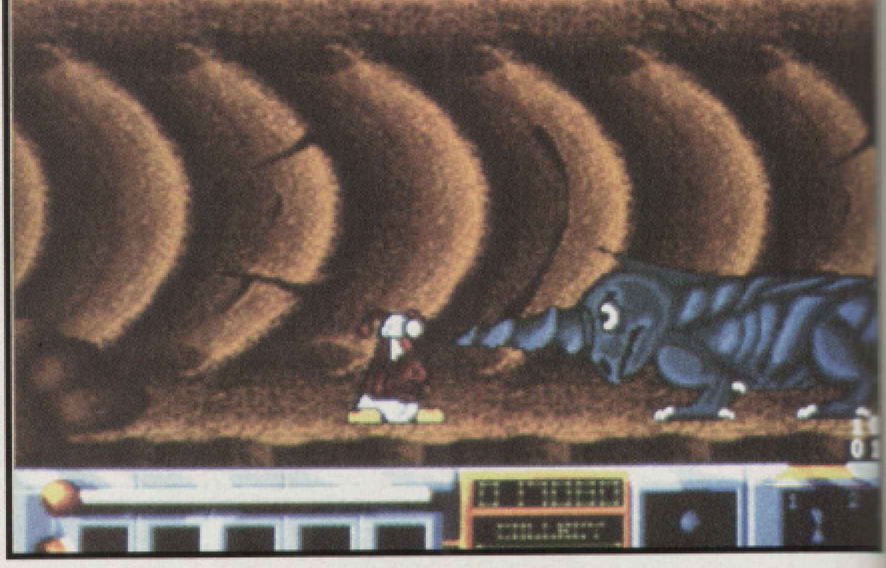
The real skill in Genesia is how you develop your peoples' skills through set occupations, taking a logical pathway through their development. To attract the wandering nomads into your 'tribe' you'll need to be able to offer them shelter and a future. By assigning one of your settlers to the occupation of architect, he will be able to build different constructions as well as construct additional homes for your people - of course he'll only be able to do this once a woodsman has cut down some trees and a carpenter has turned them into usable wood. I think you get the picture.



The game runs in as realistic a way as possible, with seasons coming and going, affecting people as they would in real life. Autumn is particularly favourable for farmers as the crops are harvested, while the harsh Genesia winter brings a stop to all outdoor activities (farming, wood cutting and carpentry).

There are also set 'formulas' that need to be exploited throughout the game - e.g. by creating a workshop and a number of inventors, you can expect new inventions (funnily enough) to be presented to you as time passes, making life for your people easier .

I've hardly scratched the surface of Genesia here, so I think you'll appreciate why Mindscape are expecting this to have appeal for a long time. You can be sure that we'll be giving it a thorough review next month. Just you wait and see if we don't!



PUGGSY

Psygnosis

I'm not being funny (just for a change) but have you noticed how many Psygnosis game titles include the letters P S Y and G in them. Well even if the titles don't, you'll still find them somewhere prominent in the game - Perihelion had PSYchics as I remember. And, er, that's all I can think of. Anyway, I'm sure we'll find none of that egotistic behaviour in their latest release, PuGgSY. There, see. Told you.

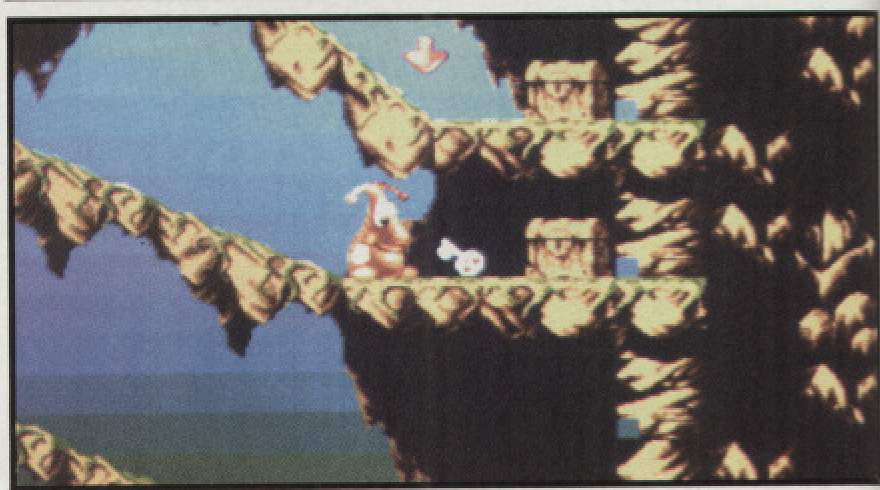
Anyway, Puggsy has one aim in life - to get off this horrid planet and back to his own world. Yes, Puggsy is yet another casualty in the 'crashed on an alien planet and must now find his space ship' epidemic that seems to continually pop up in just about every game released nowadays. As you might expect, you are about to help Puggsy across this dangerous isle, making the best use of any items found while taking on the unfriendly inhabitants along the way.



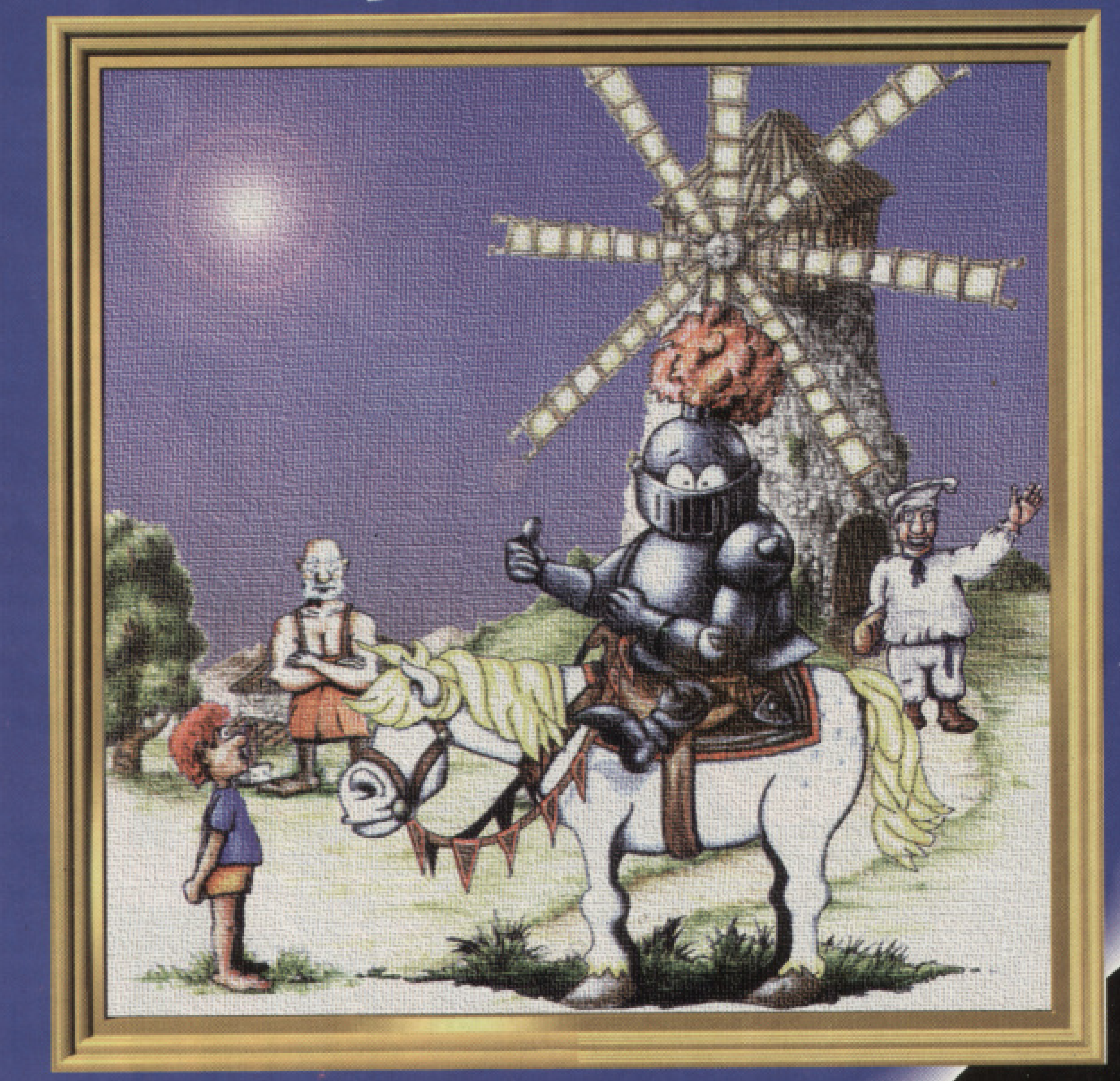
Puggsy can go left, right, jump and fire with the best of them but what (apparently) takes Puggsy above the others is his TOI - Total Object Interaction. What this boils down to is the way in which Puggsy interacts with the billions (are you sure you mean billions? - Simon) of objects that are to be found around the strange world. If you find a box of sneakers you can climb on top of it, throw it at enemies or take the sneakers out and wear them for extra speed.

You'll find tons of objects along the way, but it's up to you to work out just what they're all for. On some levels, however, you'll be given clues to find a certain object by the Clue Chest. Open it, and it will tell you what to look out for.

Let's be honest, this all sounds a little bit strange and I'm certainly no more in the picture than I was when I started, so let's just look at the screen shots in silence for a moment and hope that things become a bit more clear once the game comes in. Thanks. Sorry about that.



The Settlers





Your daring fairycastle is the centre of your power.



Around your castle little settlements arise everywhere.



Detailed statistics, shown here within the 2 player mode, let you influence supply and demand.



Opposing knights once more cross the borders to steal your wealth.

The aim of "The Settlers" is to develop a working and successful colony, in a world which allows the player to get lost in the exhilarating medieval fantasy atmosphere which the game creates. The lifeline of any civilization relies upon the creation of small settlements, the exchange of goods and services and the production of food. Cut trees, work in mines, produce weapons and tools, deliver building materials, defend your land and castles, attack your enemies, provide work for your people and much, much more... It is possible to create up to 64.000 people in your kingdom. Each one will behave as an individual and will perform a different task, that can be watched at every time during game-play. "The Settlers" is a proud addition to the successful Blue Byte stable of unique strategy games. The kind of game, that has never before been published, keeps the player fully engrossed with it's deep strategic, economic and fun elements..

***"The Settlers"** is a 1 or 2 player game - 2 players can compete simultaneously on screen together or together against the computer - depending on your computers' specification up to 64.000 "tiny people" will be displayed - 20 different jobs and 5 different knights - 30 missions -10 additional training duties - computer-generated sceneries - lots of fun, lasting for months*

"The Settlers is one of the most impressive games ever to have come out of Germany or anywhere else"

The One 90%

"I think it is excellent. Witty, imaginative and detailed right down to the last leaf and fishing rod"

Amiga Power 90%

"Strategists will love the challenge. Everyone else will love the game. Very challenging, very addictive and great fun just to watch. What a great game"

CU Amiga 90%

Release: Beginning of December

Available for Commodore AMIGA , MS-DOS (VGA)

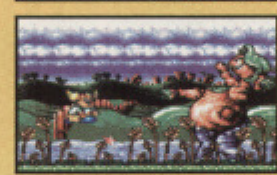
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REVIEWS









HOW DO WE DO IT?

At The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by man.

Probably.

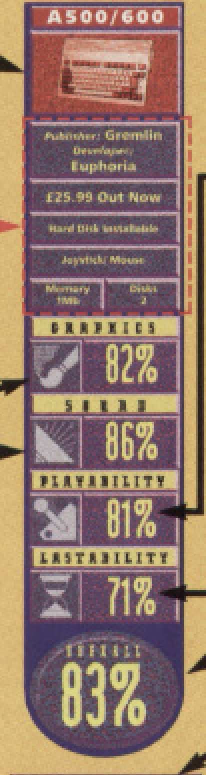
THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.



A1200

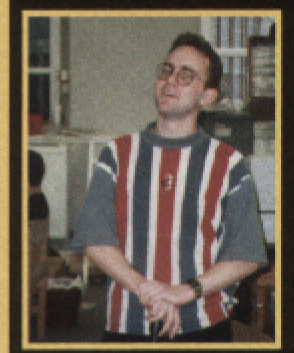
CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

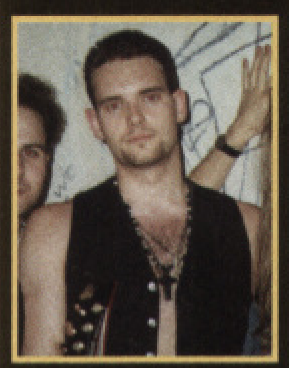
The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.



DAVID UPCHURCH

In what has to be one of the most chaotic months of recent times for The One, David was kind enough to sod off again. His holiday allowance long since expired, David has been "on a secret Government mission that you're not important enough to know about, sunshine." Unfortunately this 'secret mission' wasn't important enough to get him out of the office, so he's taken to rolling in at the crack of 11.30am and laughing at us until 5.59pm when he rolls out again. Git.



SIMON BYRON

Simon has been an example to us all this month, with his cool head and his stylish manner. Only once during this demanding issue has he been reduced to screaming, and even then it was only to complement David on his support (apparently the phrase 'Fat useless git' is considered respectful in some countries). Simon has also raised a tremendous amount of money for charity by going without sleep for 16 days. Well done.



MATT BROUGHTON

Often accused of burning the candle at both ends, Matt has managed to baffle scientists by burning it from three separate directions this month. Busy though he may be, he still manages to dust off his alter-ego for a few choruses of 'Careless Whisper' or whatever it is that KIAI (his rocky bandy) play these days. He's also taken to growing a 'goaty' which, apart from 'developing his image', has given him something to eat during these hard times. Sad.

JENNY ABROOK

Jenny has shocked all the lads this month by bringing in her holiday photos which, rather than including the average 'by the pool' or 'me outside our apartment', were filled with frankly provocative poses. Mind you, for most of this month Jenny's been so frightfully busy that she's relinquished her model-esque appearance and opted for a 'frantic and desperate' look. But she's still lovely, though. Of course.

ALIEN BREED

I don't know why you're reading this bit - you're going to buy the bloody game anyway, whether Simon Byron likes it or not.

For seven long and tortuous months we've slobbered over the stunning-looking screenshots, laughed at the hilarious in-, beer- and sheep-related jokes, and shared the Team 17's ups and downs as they've struggled on what must surely be the most eagerly anticipated games of all-time since, er, Frontier or Uridium 2. Yes, Alien Breed 2's diary certainly made damn good reading and its final chapter last month ranks as as the saddest occasion The One has ever witnessed, not least because it was three or four easy pages that we didn't have to write. We were going to leave a quartet of empty pages at the back of this issue as a mark of respect but we felt we should continue our now empty existences as best we can. The diary would have wanted it that way.

It's not often we get genuinely excited about a particular game - after all, it takes a lot to impress us hardened-types nowadays - but I really can't describe the emotions we all felt when the package post-marked 'Wakefield' was delivered by Mr Grumpy, our postie. Within twenty seconds of its arrival the box was ripped open and the enclosed disks hastily inserted into our Amiga.

Thirty minutes we waited. And if Jenny hadn't pointed out that we needed an A1200 to run this particular version then it would have been a damn sight longer, I can tell you. So after we clipped Matt around the ear for being so stupid (someone has to be a scapegoat, you know), we were treated to the most... nah, I'll save the opinions for later.

Instead, let's talk about sex. Or the sexy plot, to be more precise. I'm sure you're not that interested, but let's do things properly or not at all. Deep breath, here we go: It's been nine years since Johnson and Stone thwarted the first alien invasion. But now the Federation Colony Alpha-Five has been attacked and it's up to two members of the Inter Planetary Corps to sort them out. Blah, blah, blahdy, blah.

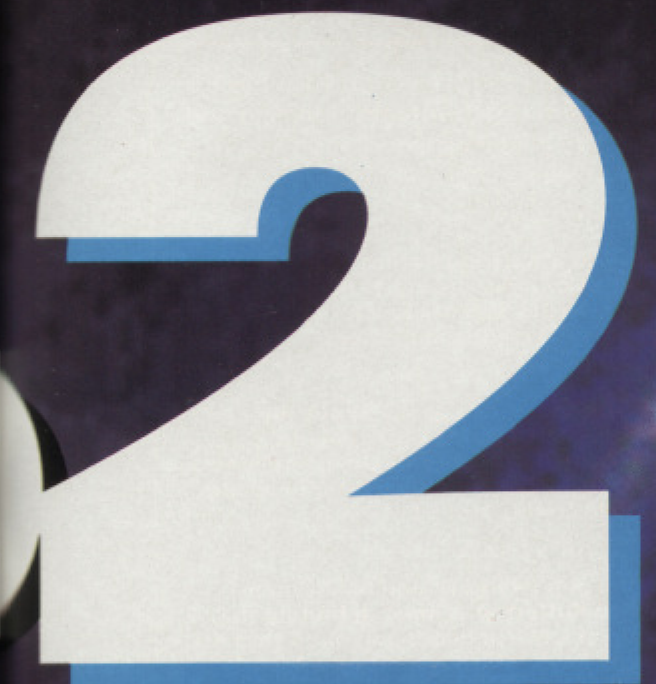
Right, now you're all clear on the storyline, let's make our way via the captions to the Verdict. But I do get the impression it's going to be nothing more than stating the obvious.

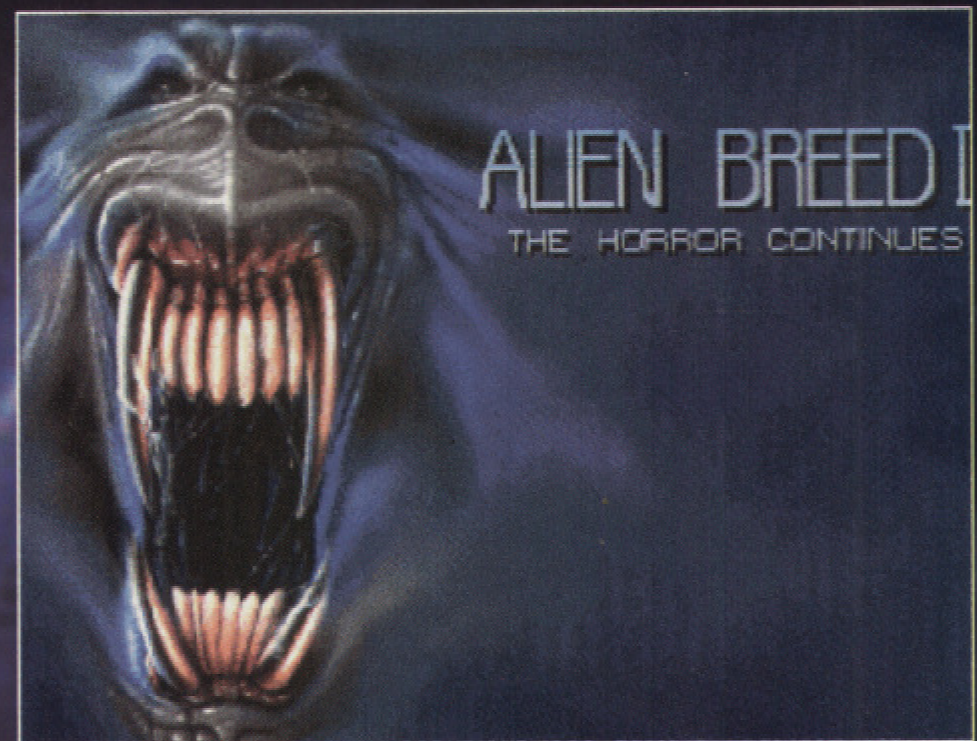


(Above) Alien Breed 2 is far more strategic than its prequel, with most levels requiring some fairly harsh decision making. You can't just barge through opening all the locked doors willy-nilly unless you want to end up key-less and stuck, and most sealed rooms are just out of view so you're never sure whether it contains loads of bonuses or is merely a dead-end. You'll often find yourself torn between the lesser of two evils: is it really worth sacrificing a key for an extra thousand credits?



(Above) The game is at its best when two players are participating. Team work is absolutely essential if you intend to do well - there's absolutely no room for egos here. In fact, you'll find that there's no room for much at all because many of the walkways don't allow one character to pass another. Whoever's in front usual takes the most damage, but they also get to pick up any bonuses on the way. It's swings and roundabouts, really.

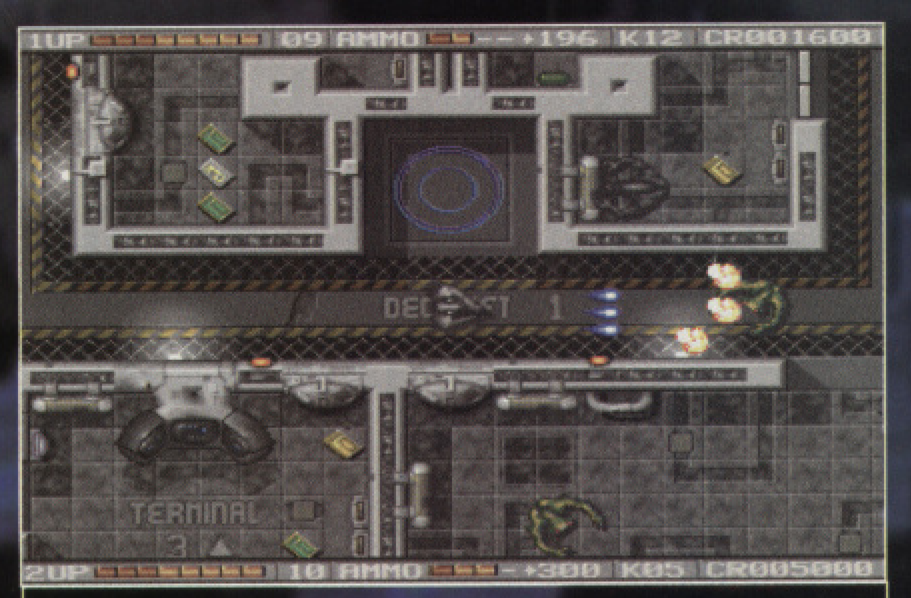




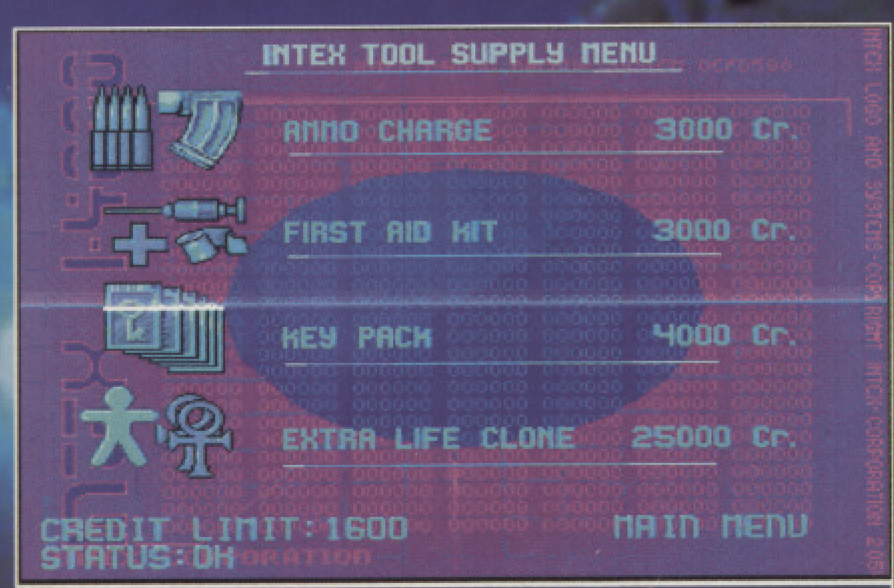
(Left) From this screen you can access the various options that Alien Breed 2 offers. There are two difficulty levels (easy and hard, naturally), and two types of credit options (shared or individual). You can also input a level code, but there's more about that over the page. Also over the page you'll discover some more words and a few more pictures.



(Above) Any icons you come across during your adventure can be walked over and collected, increasing either your health, money or ammunition supply. If you're playing on your own then you can happily snap up everything you find (much like a trolly-dash) but if a friend is joining the action then you'd be advised to ration everything, taking it in turns to boost your health or ammo. You can opt to put all your money in a collective pot, which saves a few arguments, or you can keep two separate totals.



Alien Breed 2 features some frightening alien life-forms, all of which attack - and should be attacked - in different ways. Some of them home in on you as soon as you approach them, while others remain out of view until you walk past a certain object from which they'll launch a surprise attack. A few even fire at you but thankfully you can blast their lasers if your reactions are quick enough.



If your heart fluttered at the sound of the lovely feminine vocals of the first game then you'll positively collapse when you hear what the new souped-up Intex system sounds like. These terminals are dotted throughout most levels and give access to a host of brilliant aids, from medical kits to key packs, as well as some visually-impressive and destructive weapons. As in life, most things don't come cheap so collect as many credits as you possibly can.

(Below) For what is essentially a shoot-'em-up, Alien Breed 2 has surprisingly few end-of-level guardians, most of the time your overall objective is to destroy a piece of equipment and then make it to another deck lift before the level self-destructs. The guardians that do pop up, though, are right blighters to deal with - this one in particular is guaranteed to take at least two lives off you before its inevitable demise.





There are four characters you can select and each has his (or its) own advantages and disadvantages. Johnson and Stone are back, but they're joined by two aliens. Let's take a brief look at them, shall we?

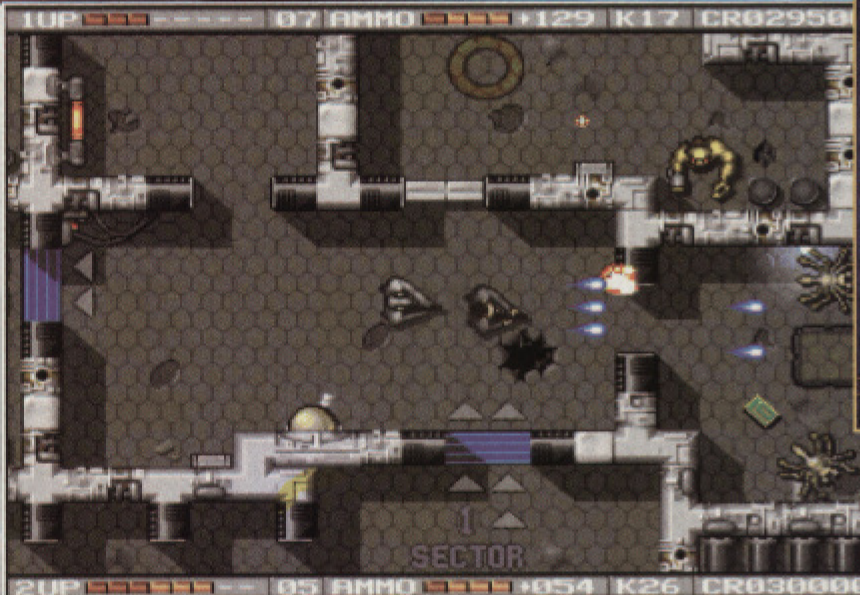
JOHNSON
This rugged geezers makes a welcome return and if selected proves to be a good all-rounder. He starts his quest with a machine gun (stage 2), an RM Scanner (useful for glancing at the level layouts), 5000 credits and 5 keys.

STONE
Oh yes, Stone. There's not that much to say about the other human in the game as he'd identical in every way to Johnson. But for the record, he also begins the game with a machine gun (stage 2), an RM Scanner (useful for glancing at the level layouts), 5000 credits and 5 keys.

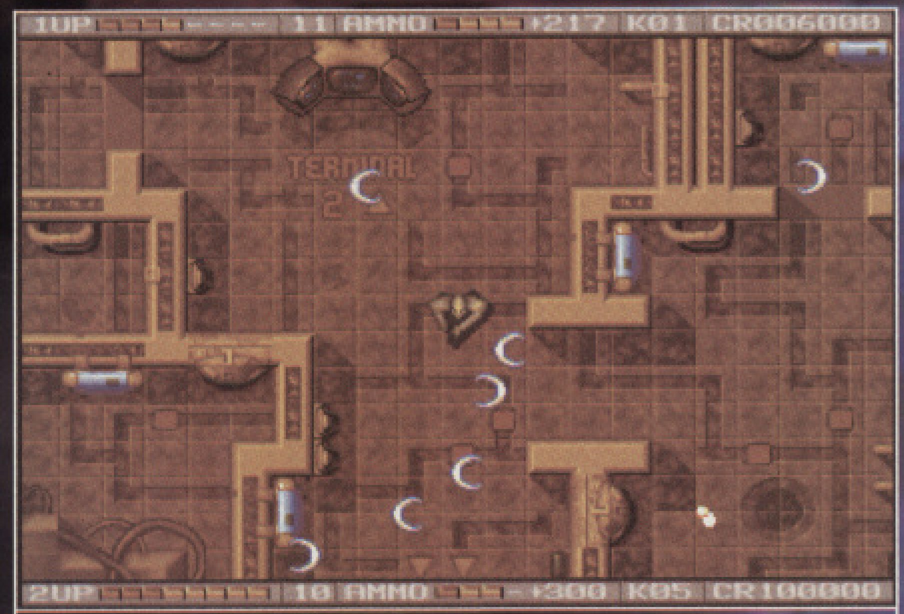
RUFFERTOO
If you're after a machine gun (stage 1), and RM Scanner (stage 2) and 5 keys then Ruffertoo is most definitely the alien to select. However, it's worth bearing in mind that he begins the game with no keys, which is a bit of a downer.

ZOLLUX
Of the four, this alien starts the game with the most impressive weapon - namely, the triple lazer (stage 1). On top of that he's carrying 10 keys and although he doesn't commence his mission with any credits he's still the best one to start the game with.

As yes, doors. The trouble I've got at the moment is this: I feel obliged to mention them because they do form an integral part of the gameplay but, let's face it, you all know that you can only open them by using your supply keys or blasting at them with high-powered weapons. You also know that there are hundreds of the sods and that many lead to dead ends or solitary rooms that weren't worth entering. So what's the point in wasting a whole caption on something as basic as doors. Answers on a postcard, please.



Level codes are given after every three or four missions so that once you've progressed some way into the game you'll not need to replay the earlier levels. Alien Breed 2 features over 20 levels - which is more than Alien Breed 1 and the Special Edition put together! And not only that, the initial batch of AB2 contains an Overdrive demo and a previously unreleased game called Apache (a choplifter-y shoot-'em-up) thrown in for free. VFM or what?

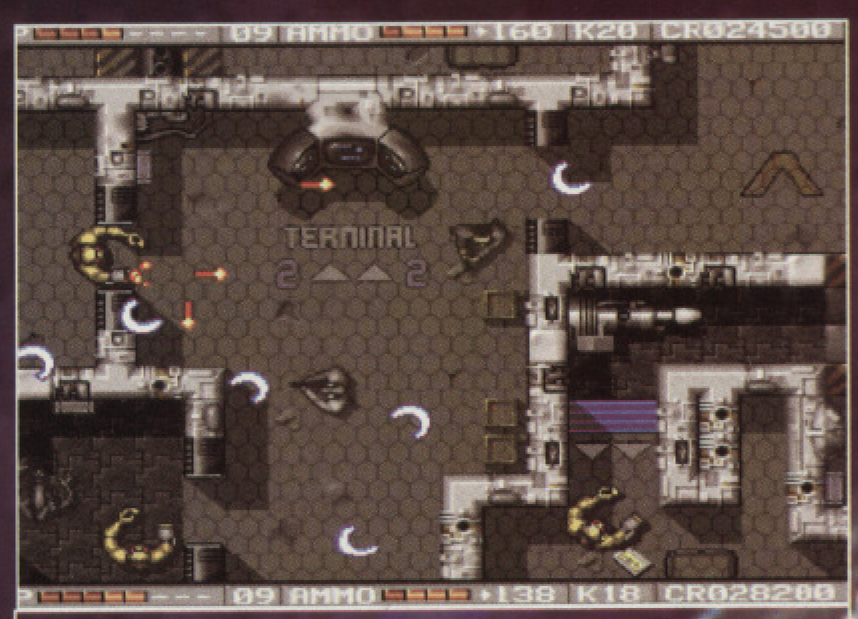


Most levels self-destruct after a specific task has been carried out and a dreamy female voice will announce how much time is left every ten seconds. The routes back to the deck lifts are never straightforward - the best thing to do is work out how to get exit the level before you initiate the destruction sequence. If you fail to make it back in time then the game is over immediately, no matter how many lives you've got left.



There are a few 'passage' levels which don't contain that many aliens. Instead, these areas are made up of loads of interconnecting doors, most of which are one-way, with the challenge consisting mainly of working your way how to negotiate through the maze within the very strict time-limit. These sections are particularly frantic in two-player mode as both participators usually arguing over which way to turn. At least that's what happened when Matt and I were playing, anyway.





Here's where the differences between AB2 and its predecessors becomes apparent. The weapons in this sequel range from the fairly ordinary machine guns to these visually impressive three-way lasers and homing missiles. There are three levels of power, with the highest being the most destructive (obviously). Homing missiles are a real bonus - you can hide behind corners and clear entire rooms within seconds.

KILLING ALIEN SLIME BASKETS

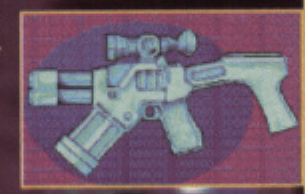
The original game had a variety of weapons but they were nowhere near as visually impressive as these 'uns. Each has three 'stages' - the higher the stage, the more destructive they are. Here's what you can pick up if you've got the cash.



MACHINE GUN
Although they aren't as pretty as some of the other weapons, the Machine Gun stage 2 is very powerful and not as limiting to use as you might imagine.



TRIPLE LAZER
Three-way shot is the what this little beauty is all about. You can spray an entire corridor with one press of the firebutton, although some of the alien's bullets can still sneak through.



HOMING MISSILES
These are perhaps the handiest of all - just stand outside a room with your finger on the firebutton and the homing missiles will seek out any alien life-forms, chasing them round corners if needs be.



FLAME THROWER
Although the Flame Thrower only has a limited range, its close-up work is almost second to none. It's also necessary to weld up any gas leaks you come across.





REBOUNDERS
These Rebounders are completely ace. You can run in any direction you fancy and these will take out anything around you by bouncing off all the walls. Get a high-powered one of these and you'll become virtually invincible.

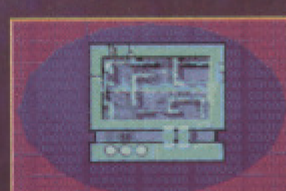




HAND GRENADES
Nah, I don't like these. It's not that they're completely crap, it's just that they don't compare too favourably to the other weapons. Spend your money on better things.



RMS
The Remote Location Scanner isn't a weapon as such, but it proves invaluable on certain maze-like levels. By tapping the 'M' key you can call up a map of the level, and pressing the Space Bar zooms in.



THE VERDICT

We all knew this was going to be something rather special and I'm more than happy to report that our initial expectations have been well and truly exceeded. Once past the first level it's back into familiar alien-killing territory, albeit with tons of incredible sound effects, graphics and subtle gameplay variations, so fans of the first game are going to feel perfectly at home. Newcomers to the Alien Breed world are going to be in for a shock, and that's a gross understatement. Atmosphere-wise it's got to be one of the most tense and genuinely scary games you'll ever come across, with scary set pieces galore and tactical decisions a-plenty. In one-player mode it's bad enough but when you're covering the back of a mate it's even more demanding, especially on the levels where only one of you is carrying the weapon needed to complete the particular deck you're on. However, there are a few niggles which although don't detract too much from the overall excellence, still prove to be frustrating in times of trouble. I accept that Team 17's intention is to hurl the players into a claustrophobic world where the odds are most definitely stacked against you, but many walkways are so narrow that they don't allow you to swap the current leading character. Another gripe is that Alien Breed 2 is too damn tough. The decks requiring hasty departure once you've performed a specific task do prove to be some of the most satisfying when you manage to complete them but ending the game just because you don't make it back in time is just a little bit too much - surely a chance to restart that deck would have been far more tolerable. Still, when all's said and done, Alien Breed 2 truly is one of the best arcade blasters available and terrific fun to play.

A1200

Publisher: Team 17
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Joystick

Memory 2Mb | Disks 3

GRAPHICS	92%
SOUND	91%
PLAYABILITY	90%
LASTABILITY	89%
OVERALL	91%

A500/600 **CD32**

The A500 version will retail for three quid cheaper but you'll not get as many colours on-screen and the sound effects will be reduced in both quantity and quality. But fear not, it'll still be well worth buying, as the demo and next month's Update will no doubt prove. A CD32 version is on its way, but whether or not it'll have any specific enhancements is unclear at the moment.

SUBURBAN COMMANDO

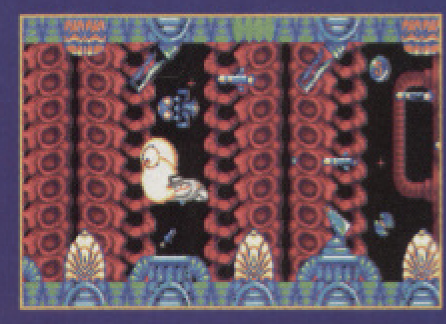
We've seen some fairly crap releases in the last few months, and Alternative Software appear to be knocking at Matt Broughton's door with one more. Oh dear.

Oh no! Not me, please! After a few God-awful releases, Alternative have got a lot to do before they regain any credibility in my eyes, and even then it's going to take something pretty special before I begin to look forward to playing one of their games. But - hey! - I'm willing to clear the board and look at anything with an open mind, so roll up, roll up, get your reviews here.

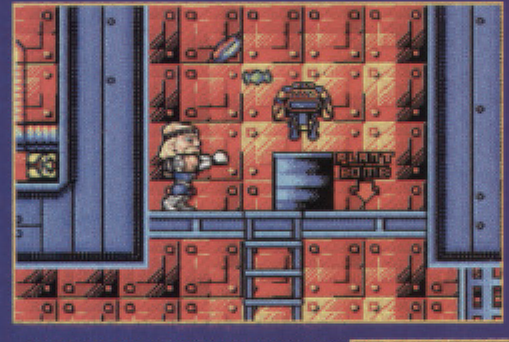
The story, in case you haven't seen the film (what film? I hear you ask, quite reasonably) is that Shep 'Hulk Hogan' Ramsey - a real intergalactic commando name - has crash-landed on Earth while battling the evil General Suitor. Shep must now find a new source of power to fuel his ship before he can leave Earth and rejoin the space battle - the only problem being that the General has sent a number of bounty hunters to hunt Shep down.

Yes, you get to don a dodgy yellow 'tash and run around the place as you travel through seven specific areas looking for fuel, power crystals and ship parts, not to mention taking on the General and bombing his mothership along the way. The game is a straight forward platform jobbie, complete with springs, spikes etc, along with a jolly handy jet pack with limited fuel that allows Shep to reach higher areas. Bad guys are everywhere, as are tons of collectible items, and you'll need to make good use of the moving platforms and door keys if you want to reach the end.

The game starts with an R-Type-ish shoot-'em-up that ends, contrary to the plot, with you landing on Earth (even though you are supposed to crash-land), ready for some serious platforming japes. So, let's see if the game is as impressive as the continuity. Ahem.



The very first section of the game is a bit of a surprise because it turns out to be a horizontal shoot-'em-up. This sub-standard sub-game wants to be Disposable Hero or R-Type when it grows up, but for now it'll just have to be happy with being crap. Needless to say, shooting baddies releases power-up Icons. No! Really?



As well as the ongoing problem of survival and getting through the level in one piece, you will always have an overall task such as collecting a set number of power crystals or ship parts. Here in the General's mothership, Shep needs to place seven bombs in specific places around its innards and then get the hell out. Now where should this one go I wonder?



Each of the different levels have their own look and come complete with their own nasty guys. Here in the suburbs of Los Angeles, not only are you being hunted down by the General's bounty hunters, but you also have to get past the local street punks and underworld hoods. Thankfully, you do have a few nifty moves at your desposal, and here's just one of them - Cowabunga!

THE VERDICT

Oh dear. What a shame. Yes, thanks to Suburban Commando, Alternative's 'impressive' reputation is stuck exactly where it was before I loaded up the game. The shoot-'em-up is a fairly novel way to start a platform game, but that soon wears thin, and once you get into the main game things go downhill rather quickly. The game is lacking in most departments, but I think it's the overall presentation that lets it down the most. The graphics aren't really that bad, I suppose, but this is the 90's and in honesty this sort of look belongs to the realms of budget games we saw years ago. If you're going to do an unimaginative platform game, at least have the decency to give it a console look or add some interesting baddies - Sub Com just churns out more of what we've seen a trillion times before, with the exception being that most are of a reasonable quality. The overall control of the character is fairly responsive, but you quickly realise that you can just jump your way through the levels, avoiding all the obstacles and leaping over enemies and their shots. Though the instructions mention being able to perform flying kicks, rolling somersaults and leg sweeps, there's really no need, as you find yourself just jumping over the evil Mr Thicky, turning around and punching him in the face. Realism is also out of the window, with baddies regenerating out of thin air if you're forced to return to an earlier area (I really hate that). Hidden passages and rooms are to be found, but I'll be surprised if anyone can be bothered to go around punching walls - in fact, I'll be surprised if anyone goes out and buys the game at all. I'm sorry, I really am, but when all's said and done, I'd rip the crap out of this even if it was £7.99. Come on Alternative, it's time to do better than this.



A1200 **CD32**

There are absolutely no differences when running Suburban Commando on the A1200 - even the super-powered Amiga fails to prevent SC from being crap. No CD32 version is planned. Damn

PERIHELION

Why is it that worlds in need of saving always have silly names? Matt 'how do you spell this' Broughton travels to a distant land to tackle Psygnosis' latest RPG-ish offering.



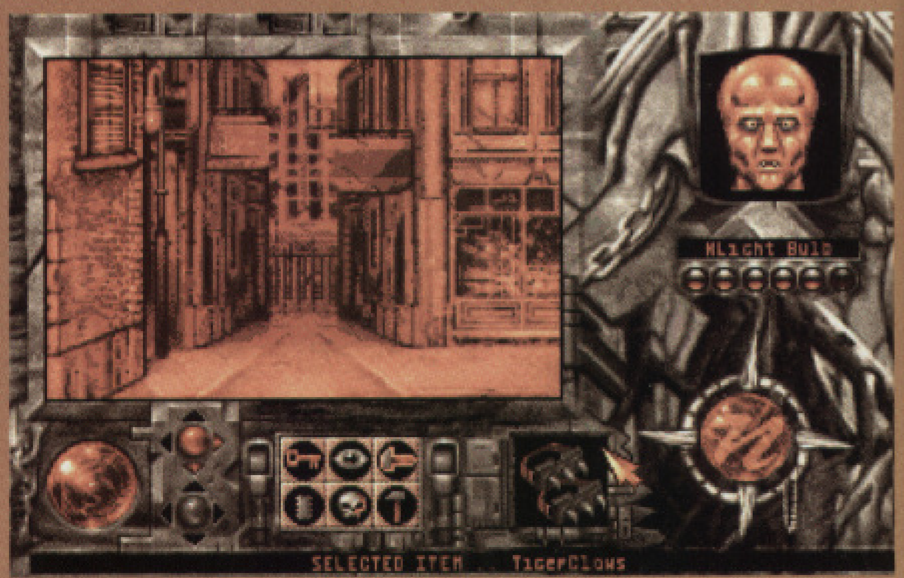
I hate atmosphere. I really do. I mean what does atmosphere mean to you? Rousing music? Tales of slanty-eyed spies? Graphics that make you feel like you're really there? Well, to be quite frank, atmosphere means lots of pages to me. Psygnosis hired an an articulated lorry to transport Perilhelion's plot-filled pages to us in the hope that we'll sit and read it all, thus giving the game some deep atmos. Oh well, here I go...

[Several hours later] ...Well I've finished and it was bloody hard work, I can tell you (and to be quite honest, I'm still not 100% sure I know what's going on!). From what I can gather - and I take no responsibility for getting this fairly wrong - something's not quite right in the world of Perihelion. It would seem that an age-old prophesy is about to come true - heralded by a profound and disturbing vision received by the world's psychic population.

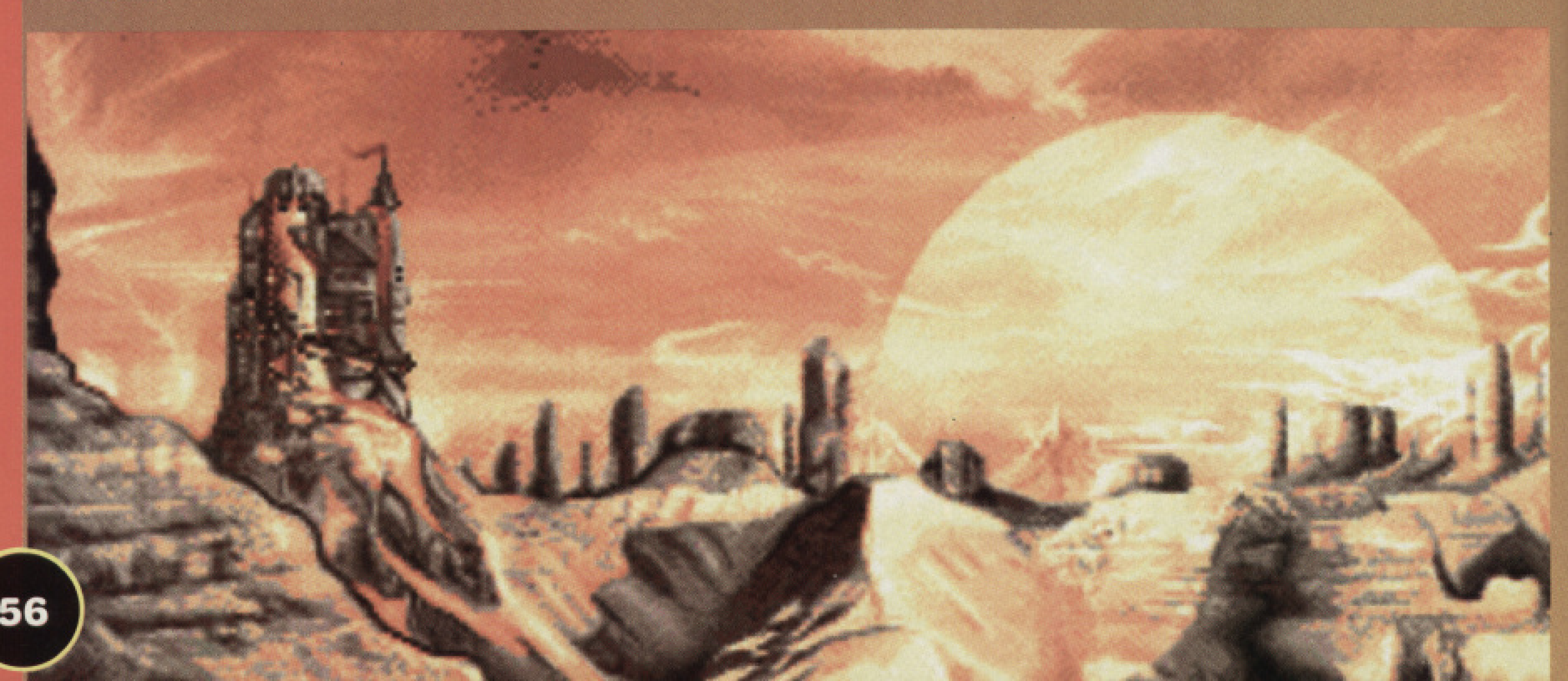
An evil unborn god is forcing his way into Perihelion's dimension, drawing power from the unwilling populace using his mind-controlling influence. Fortunately for King Rex Helion, ruler of the planet, one of his predecessors took notice of the prophesy and genetically engineered six humanoids able to avoid the unborn god's influence. King Rex hoped that he would never need these unborn saviours, but now it's time to pop them in the microwave and defrost for twelve minutes.

There are, as always, tons of attributes and races to choose from as you create your perfect team, but elements such as the magic system and using terminals with a proper DOS-type programming language give the game a slightly different feel.

The overall aims of the game are unclear to begin with, but as you wander around you'll meet strange and interesting people who will start dropping hints as to your exact purpose in life. Other than that, you're own your own...



There's no real 'main screen' in Perihelion, but I suppose this is about the closest thing to it - so get used to it because it doesn't change much. Trundling around the streets is nice and easy - just use the cursor arrows to proceed, keeping your eye on the compass for bearings. The two locators to the left of the icon panel will flash if there are any objects or organisms (we used to call them 'people' as I recall) nearby. The icons give you immediate access to battles, inventory, computer, and of course your strange looking party of adventurers.

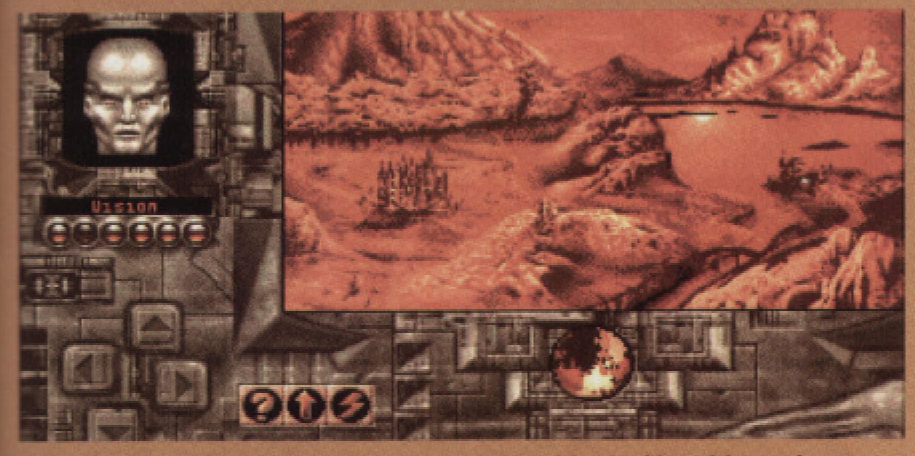




Here, you need to create your team of six adventurers using this clever system. All the usual RPG statistics are here (i.e. dexterity, constitution, etc) along with relevant details about the characters' race and indigenous attributes. You can select many different races - Humans, Bionecrons, Cyberns, Khymeras, along with many others - and there are a wide range of skills to choose from.



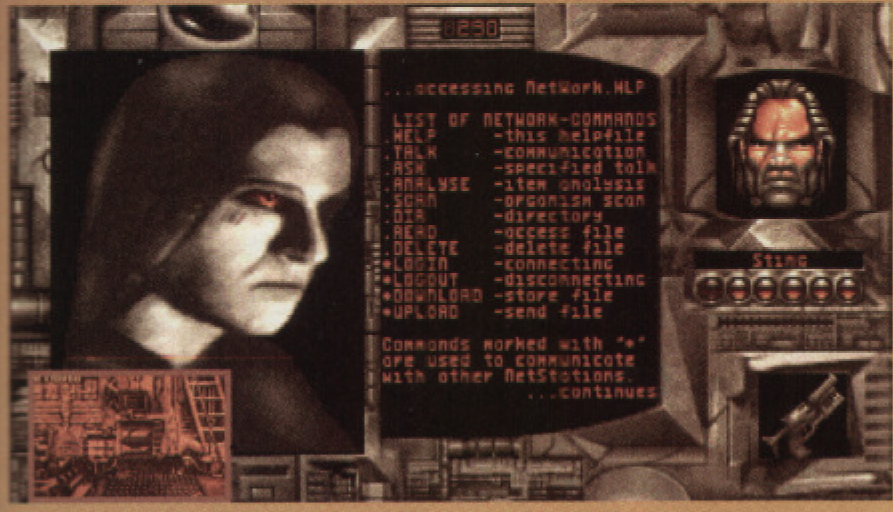
The inventory is another example of the many stylish screens you'll come across during play. From here you can organise your weapons and any objects held, used or worn, while a back pack (top left box) can be used to store a large number of items - always ready at a moment's notice. As well as allocating objects to specific hands, the windows at the bottom right show any objects found on the ground.



When you're too not busy walking through repetitive looking cities and dungeons, you can step out into the big world with only your trusty map for company. Your party is represented as a silver ball that rolls across the landscape (controlled by the huge cursors buttons), and can approach any nook or cranny that looks particularly interesting. By using the on-screen icons you can call up a description of the selected area and, if appropriate, enter that area. Needless to say, this is all accompanied by atmosphere building sound and music.



Characters with psyonic abilities can access spell casting at any time using the many runes available. This is an area where the character's attitude becomes important because spells contain anything up to four rune components (e.g. to create the spell 'Chilly Vapour' you need to use Sorrow, Roughness and Arrogance). As you can see, something like Disappointment requires someone with an extremely negative attitude. Byron! Get over here!



You can access your terminal at any point and use it for a number of functions. In its most basic form, it can be used to read documents and messages, but it can also be used to talk to any characters you meet, as well as being used to analyse objects in your possession. Some locations show the Network sign (inset) which means that you can log-on to the larger systems and search for additional information - as long as you have the correct password, of course!

THE VERDICT

I got quite excited when I got a whiff of this in last month's preview, but in honesty I don't think the finished game has lived up to those expectations. It has an excellent style of presentation and works by an incredibly user-friendly interface, but as atmospheric as Perihelion's setting, sound and graphics are, the game itself leaves a bit to be desired in a few areas. I think it was a real mistake (and a shame) that the programmers decided to cop out and employ a tacky American cartoon technique and repeat backgrounds in the cities, leaving you with no real landmarks or helpful clues as to whether you've been there before. The network is an effective idea and makes you feel as if you're sat at a proper terminal, but using it to communicate with characters who you've just passed in the street seems a bit unnatural, not to mention limiting. Obviously, as with any RPG, you need to invest a fair amount of time setting up your party and checking that you have a wide range of skills, but once you've done this things tend not to hot up for at least an hour or so, and may well put a few people off. Right, now I've publicly aired my moans, let's give the game a bit of credit. Perihelion does look and feel superb and there are enough statistics and character details to satisfy the hardened RPG-er while not being to much to cope with for the average games player. There's a tremendous amount of depth with an excellent number of locations to be ploughed through, not to mention the huge volume of characters and spells to be played with. At the end of the day, Perihelion could have been so much more. It's tried to do something different with the genre but the areas it's lacking in tarnish what could have been a truly stunning RPG.

A500/600

Publisher: Psygnosis
Developer: Morbid Vision

£29.99 Out Now

Mouse

Not Hard Disk Installable

Memory 1Mb | Disks 4

GRAPHICS	87%
SOUND	84%
PLAYABILITY	71%
LASTABILITY	82%
OVERALL	82%

A1200 **CD32**

The game plays identically on all machines and there are no plans for any A1200 or CD32 specific. For extra atmosphere, I suggest playing the game while sitting in the middle of a desert. Preferably a yellowy-orange one.

BODY BLOWS GALACTIC

Team 17's beat-'em-up has been reincarnated and shipped off into space. Simon Byron has a ringside seat.

The last of the opponents lay in a heap at my feet. I slowly looked up into the mass of colour that was the crowd. To my left I saw Junior nursing his wounds. To the right were the judges. They were smiling. They had the trophy in their hands. I'd won and nothing could change it. As they made their way over to me to crown me Body Blows Champion, Junior sauntered up and put his hand on my shoulder.

"What next?" he asked.

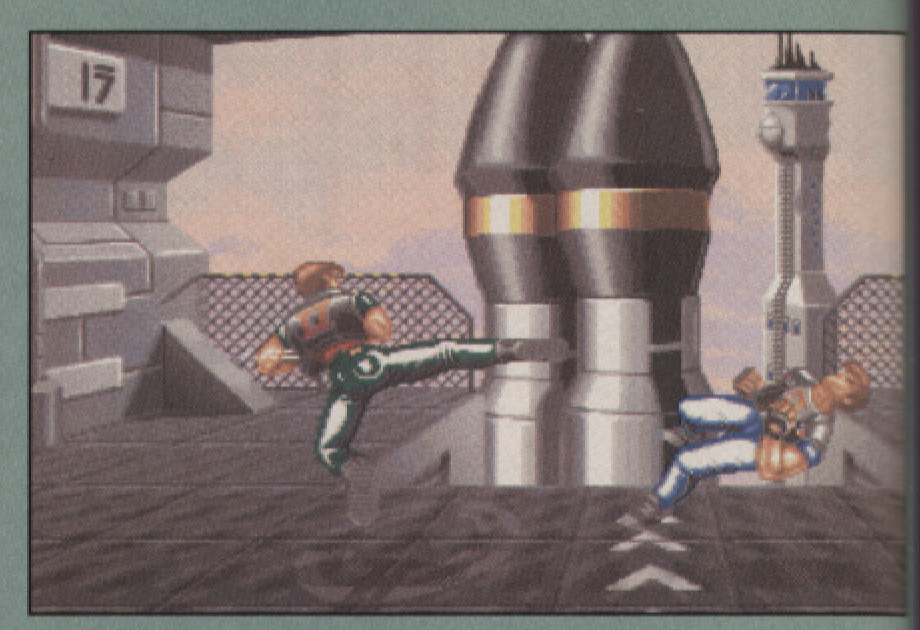
"We've been fighting all round the world," I said. "Let's go somewhere else."

Extract from My Life As A Punchbag, The Body Blows Story.

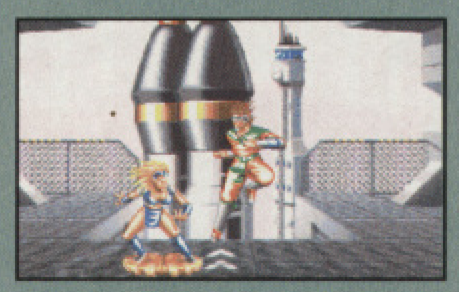
Apparently Body Blows Galactic has a plot. Fed up of fighting on Earth, Dan and Junior have decided to take their flair for fisticuffs to the rest of the galaxy, in order to be crowned Galactic Champion. It's nice to know we're going to live in a future so advanced that bare-knuckle fighting has become the best form of interplanetary contact. Good job we're training our kids on all these Street Fighter II clones, eh? They'll be ambassadors before you know it.

Ten new opponents await Earth's twenty-first century likely lads, all coming from five different planets. To reach the top you'll have to take on all ten, as well as your Earthly partner, and your own good self in a bizarre mirror match. Only then will the galaxy bow down before your strength and majesty. Oh, you can also play as any of the other characters if you're not that patriotic. You can also play against a friend in the usual two-player mode, or against up to eight human opponents in the rather nifty Tournament mode.

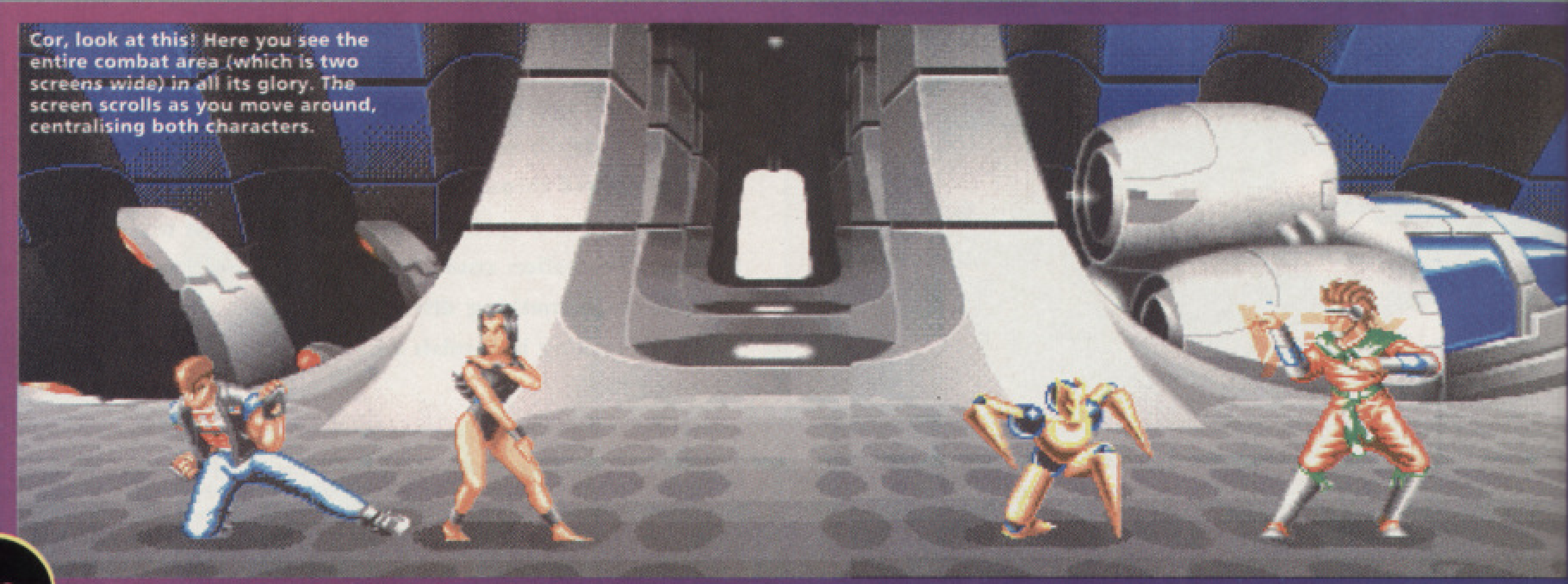
Body Blows Galactic has been in Development Hell for the relatively short period of nine months, which is quite remarkable, really. What's even more astounding is that Team 17 have once again managed to deliver the goods. Here's why...



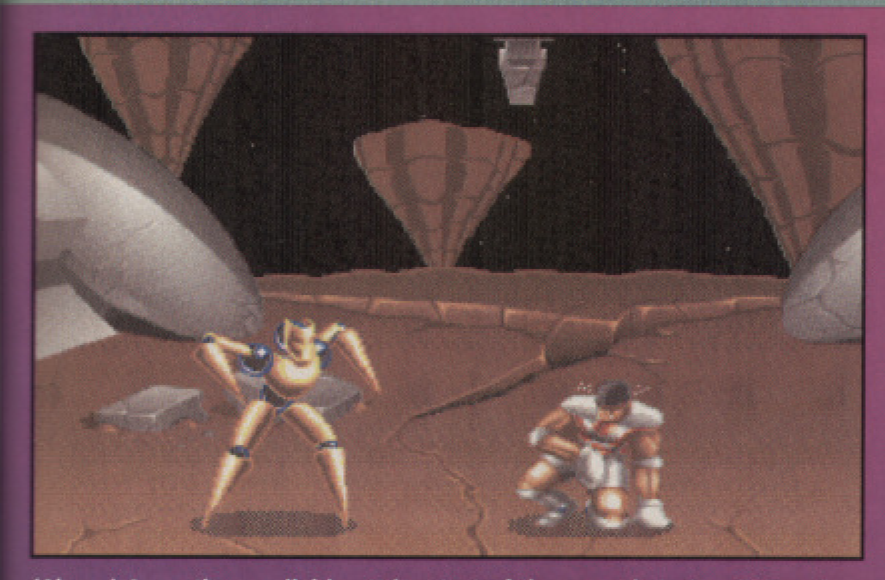
(Above) Polished off everyone else in the competition? Then why not take on the ultimate challenge... yourself! With each of the planets offering two of the galactic fighters, it's only natural for you to meet yourself when you visit your home turf. You can also set the four and eight player tournaments up with the same character for every player.



Each character has sixteen basic moves, the first eight being accessed simply by moving the stick, which mainly consist of defensive moves - jumping backwards, crouching etc. You can move your chappie around by holding the joystick in the direction you want him to go, but that doesn't come as any real surprise, does it?



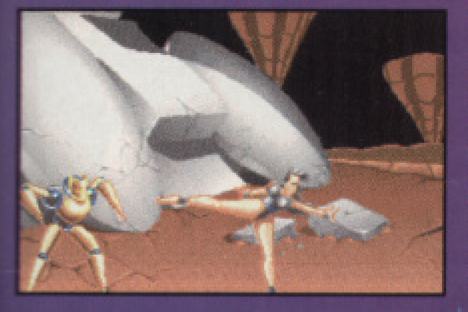
Cor, look at this! Here you see the entire combat area (which is two screens wide) in all its glory. The screen scrolls as you move around, centralising both characters.



(Above) An option available at the start of the game is to turn 'Mercy' on or off. This is where the wimps are separated from the real men as 'Mercy' determines whether or not you can hit your opponent when he's lying dazed on the floor. Of course, punching someone in the face when they're completely defensless is a right laugh, but it's not really friendly.



(Above) Holding the fire button down will eventually activate each character's special move (none of this move the stick left twice then press fire button one three times then swirl the stick clockwise nonsense here). Each time you use it though, the amount of time needed to hold the button down increases, so use them wisely.



The eight attacking moves are accessed by holding fire and waggling the joystick in one of the eight directions. This is where the fun begins as no two characters have exactly the same combination of moves. Kai-Ti, for instance, has the Triple kick - three kicks in one, which is a frightening attack in anyone's book.



As well as the standard and combat moves, several characters have jumping combat moves. Holding the fire button down and moving the stick in one of five directions after jumping will unleash yet more fury. However, it's best to be careful when initiating one of these moves it's relatively easy for your opponent to knock you out of the sky.

THE VERDICT

Is it just me or are beat-'em-ups a dime a dozen these days? How many different ways can two people hit each other and still make things interesting? If Body Blows Galactic is a forecast of this genre's future, not many is the answer. It's professional enough, but then what would you expect from Team 17 (a company that are arguably the best development house in the Amiga market today). The main sprites are crisp, clear and well animated. The backdrops are well defined and suit the game's main theme of inter-galactic combat well. The trouble is none of it is very original, there's nothing here that, in my mind, sets it apart from any of the other beat 'em ups that seem to appear every time you open a magazine. Give me an honest answer here. If you already have one Body Blows or SF2 or Mortal Kombat, do you really need another? Do you really need to shell out hard-earned cash just to see another improbably-muscled character twirl his arm in a different manner before punching someone? Maybe I shouldn't condemn a game just for following suit (how many flight sims are there, after all?) but it's a lot of money for more of the same. That aside and judging it on its own merits, Body Blows Galactic is very good. Compared to the original it goes far and beyond it thanks to the strange nature of the opponents. Add to that the eight-player tournament and you've got a game that's perfectly competent in all departments and is just about the best beat-'em-up available for the Amiga. You just have to ask yourself if you really, really want another combat game, and if the answer is yes then Body Blows Galactic is most certainly for you.

A500/600

Publisher: Team 17
Developer: In-House

£26.99 Out Now

Not Hard Disk Installable

Joystick/

Memory 1Mb | Disks 2

GRAPHICS 85%

SOUND 80%

PLAYABILITY 88%

LASTABILITY 87%

OVERALL 87%

A1200
CD32

Better music, more colourful backgrounds and more sound effects! Yes, Mr. A. Reader of Amigaland, all these could be yours if you purchase the A1200 version of Body Blows. Remember this fantastic offer is not available in any shops (except computer stores) so don't delay, buy one today (for an extra £3, that is).

The future. Not as Ridley Scott envisaged it in Blade Runner, though. A time of cutesy soldiers in red, yellow and blue armour. Shome mishtake shurely? Simon Byron investigates.

CYBERPUNKS

Cyberpunks. The word brings visions of a William Gibson-style world full of men and women with jackplugs in the back of their heads for instant computer access and an entire race wearing dark glasses and their hair swept back. Not in Derby, though. You see, to Core Design a Cyberpunk is a cutesy little fellow in gaudy armour and a Mohican haircut - but we expect Gibson will get it right next time...

Core's trio of Cyberpunks make up the elite 501st Cyber Assault Squadron whose latest mission necessitates the infiltration of an alien-ridden base, and the elimination of anything vaguely abnormal within. All three characters are under your simultaneous control, and the baddy-filled floors of the base take the form of eight-way-scrolling levels linked by a lift system.

Although a number of mission objectives are given to your squad during the game, basically Cyberpunks is a very simple puzzler, with the party needing to locate special door passes before they can continue to the next stage. Each floor of the base is made up of four sub-levels, and a password system allows you to skip the earlier stages if you so desire.

As the aliens appear from all directions, extra supplies have also been scattered around the sprawling building, and these include medical kits, smart bombs, gun droids and other such all-too familiar objects. However, time is against you, and with just 1000 seconds on the clock, will you escape the level before tedium... oops, the aliens, get to you first?

AVAILABLE SYSTEM DISK MENU
DISK WILL BE ERASED AFTER USE!
DISK. AVAIL. SOFTWARE FUNCTION.
RED 0 HOLOGRAPHIC GENERATOR
GREEN 0 BYPASS DOOR CIRCUITS
BLUE 1 VIEW DECK BLUEPRINTS
YELLOW 0 SCAN RESTRICTED INFO.
EXIT MENU
CHOOSE ?

Amongst the assorted debris awaiting your collection are a handful of floppy disks. On taking one of these to a nearby computer, a menu screen allows you to access certain parts of the building's security system. The green disk is by far the most useful, though, as it opens all the doors and negates the need for pass cards.



Your three heroes in all their glory. Hilariously named Raa, Gee and Bee (after the monitor signal, chortle), each Cyberpunk is armed with four guns, ranging from a rather puny peashooter affair to a flame-thrower. These can be swapped between as and when required, although they're all much of a muchness.



In addition to the basic 'Search And Destroy' missions, your team will also be required to seek out missing scientists or investigate potentially dangerous reactor problems. These are supplemental to the main action, though, and don't really add a great deal to the proceedings as the missions are usually very simple.

THE VERDICT

Hmmm, it seems as if Core Design have scored a bit of an own goal here. Cyberpunks is probably the most uninspired game to appear from their Derby offices since Frenetic, and if you were to look up the word 'Mediocre' in the dictionary, it would probably say 'See Core's Cyberpunks.' You know you're in dodgy territory when the sprites are basic rip-offs of our sister mag Mean Machines Sega's Mean Yob character, and things continue along this average route as the game is revealed to be a sluggish Chaos Engine affair. Despite containing a fair number of levels, the action plods along at such a slow rate that it's unlikely you'll want to bother with the later stages. I mean, where are the aliens leaping at our hardened team of heavily-armed Cyberpunks? And where are the fiendish puzzles which force you to leg it around the building's intricate passageways. I dunno. But I think they've been replaced by the odd creature ambling on screen with the sole intention of getting shot, and by levels so uninteresting Prince Charles would have a fit. That's not to say that it's all bad, though. The addition of computers to log on to and the assorted weaponry power-ups are all very nice, but even these fail to add the all-important speed and action the game so dearly needs. A case of too little for too much, and this makes Cyberpunks weaker than Frank Bruno's next opponent. Roll on Heimdall 2, because this is obviously just a filler release.

A500/600

Publisher: Core Design
Developer: Mutation Software

£25.99 Out Now

Not Hard Drive Installable

Joystick

Memory 1Mb | Disks 1

GRAPHICS	57%
SOUND	54%
PLAYABILITY	61%
LASTABILITY	43%
OVERALL	53%

A1200 / **CD32**: There's no A1200 version in the pipeline, although this version works fine on the Super Amiga as it stands. That said, it probably comes as no surprise to discover that there won't be a CD32 version either.



SPLATTING ONTO YOUR AMIGA SCREEN NOW!

globule



When moving your factions around the good old U K of, erm, K, the screen zooms in for a more immediate view. Around 311 (that's three-hundred-and-eleven) individual areas make up the game board, with your factions able to cover anything up to five per turn (of course, deciding where to go is an integral part of your overall strategy). Castles, towns, fortified and otherwise, villages, armies etc, can all be viewed, examined for troop strengths and attacked, of course.



There'll always be an England, la la la lah... Of course, let's not forget Wales, Scotland and Ireland as they all play a part in the game. Each turn consists of six phases - Events (random happenstance), Movement (each piece moving as far as they can), Combat (fisticuffs, town smashing or sieges), Parliament (if there is a King or Chancellor they can call a government meeting), Coronation (crowning your heir as King) and Reinforcement (additional forces are given to each faction). And yes, it's just as complicated as it sounds.

KINGMAKER

Take seven pints of blue blood, add a liberal sprinkling of inbreeding and foreign heritage and include a complete inability to understand the real world in any way, shape or form and you should have a king. Simon Byron finds out that it's not actually that simple.

History - EEEKKK! (Nervous scream as reader runs away to hide, muttering about not wanting more education from their Amiga since the games take up more than enough of his time, thank you very much). Let me finish will you? Ahem.

History, what a sod, eh? (Collective sigh of relief as reader realises we're all on the same side here). Not only does it make your wrist ache after writing all those 2000 word essays for Monday morning (just wait till you start your A levels, kids) but it also gives strategy games a chance to wallow in gratuitous complexity and print large manuals 'packed with historical information'.

Kingmaker takes you back to The War Of The Roses (not the Michael Douglas/Kathleen Turner film but the real war. Honestly, what are they teaching the kids these days?), a turbulent time in English history when Kings were elected by the truly democratic process of locating and killing all the other heirs until only one was left to wear the crown. Now that would really be a coronation worth watching on telly.

The war was between the House of Lancaster (and collective Lords, Noblemen and armies) and the House of York (ditto manpower). The game puts you in control of one side with the aim of seeking out all the prospective royal heirs, capturing one of them and killing the rest, while fending off the opposition who are trying do the same.

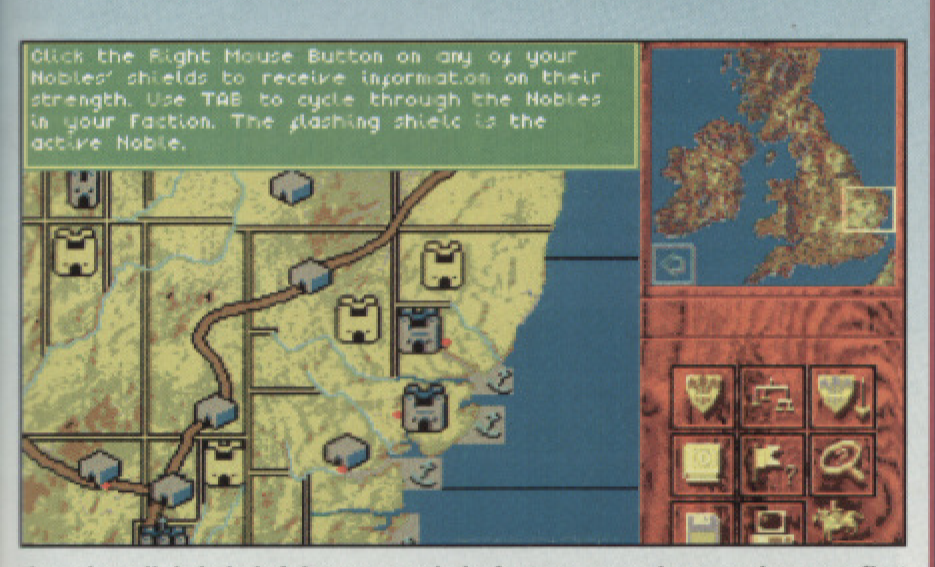
This all happens in the usual strategy game style with army sizes represented by numbers, troops moving in a series of turns, and boasts an artificial intelligence that is based on real human thought processes and is able to adapt to an ever-changing situation (it says here). Lumme. I find it hard enough trying to outwit my nine year-old sister at Ludo. This is going to be a massacre...



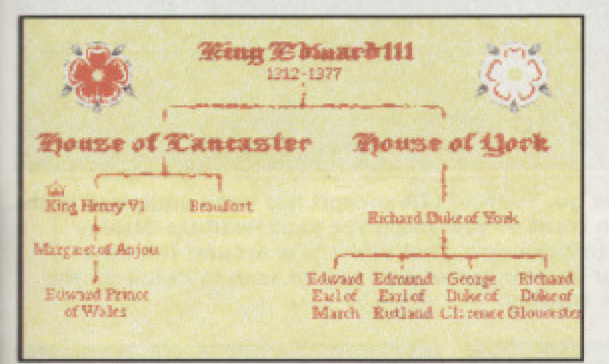
The War Of The Roses. Countryman fighting countryman. Englander fighting Englander. Brother against brother. A bit like Saturday afternoon down the Tottenham, really. Fresh horses, issued at suitable towns and cities allow each nobleman to move twice as far in one turn.



You start the game with a number of Factions (Lords, Dukes or other noblemen) and assets (Titles, Offices, armies etc). The first step in the strategic conquest of our fair isles is to equip each Faction with the tools for the job. These then form your army, with each Faction being controlled individually.



There is a slightly helpful on-screen help feature, cropping up when you first play to explain what's going on and what you should do next. Trouble is, it isn't too clear in its explanations and you often wish there was a help feature for the help feature.



The royal family tree can be called up to give you an instant look at the status of each of the heirs. A green line means they're yours, a red line means they ain't and a black line crossing through the name... well, you figure it out. If at least one has your colour and the rest are history (giggle) you've won the game.



The war was started when the Duke of York plucked a white rose from a bush during an argument over matters of state and challenged everyone who supported him to do the same. The Duke of Somerset then plucked a red rose and ordered the same. This is all depicted in the intro sequence.

THE VERDICT

The first line in Kingmaker's manual talks about Shakespeare. "Uh oh," I thought, "pass me my intellectual head Aunt Sally and be quick about it". Kingmaker is the type of game that reviewers make depth jokes about. All strategy games are complex, but any game that's based in British medieval history is just asking for trouble. It's also asking for a step-by-step walkthrough which, unfortunately, it doesn't have. Because of this you're likely to spend the first few hours staring blindly at the manual going `Huh?', the next few staring at the screen going 'Huh?' and the final few staring at the £35.99 hole in your wallet going 'Sob'. Kingmaker is just so complex and this is where the problem lies. Unless you're really into strategy games and can eat titles like this for breakfast, you're not likely to even get started with it. It lacks any kind of learning curve - the essential ingredient for all complex strategy games. It's straight in at the ultra-deep end or back in the locker room looking for your car keys. The other quibble is the age-old one for board game conversions - why bother? Especially here. As far as I can tell, the only people that would find Kingmaker appealing are those that have played it as a board game. Everyone else will be scared by its complexity and look for something simpler like Dune 2. So if you already have the board game you must theoretically have someone to play it against and as we all know, the human brain is infinitely more cunning than any computer. It's a simple message - if you're anything other than a hardened strategy fan then stay away, you'll only get lost. If you are a strategy buff and don't have the table-top version, give it a go. It'll certainly challenge you.

A500/600

Publisher: US Gold
Developer: In-house
£35.99 Out Now
Hard Disk Installable
Mouse
Memory 1Mb | Disks 2

GRAPHICS	70%
SOUND	65%
PLAYABILITY	50%
LASTABILITY	50%
OVERALL	67%

A1200 **CD32**

US Gold recommend playing Kingmaker on the A1200, not because you get any extras (because you don't) but simply because it's all just much smoother and faster. No CD32 plans as yet. Never mind, eh?



REVIEW

F-117A STEALTH FIGHTER 2

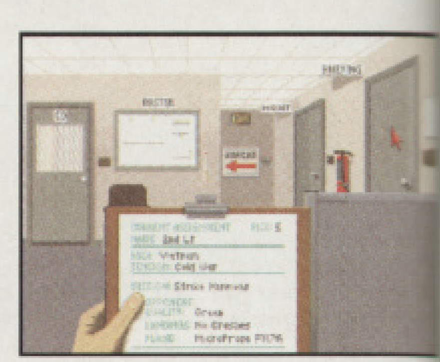
Microprose's latest sim features possibly the sexiest bit of military avionics in the known world. The only trouble is no-one can see it. "Where's the fun in that?" asks Simon Byron.

Let's look at the evidence. It dresses solely in black. It has a little gap for the eyes (pilot) to look out from. It has a myriad of lethal weapons hidden beneath its coverings that can be unleashed in a split second. It's a master of sneaking around in the night and getting in and out of places without being seen. Face facts, the F-117A is the Ninja of the aviation world.

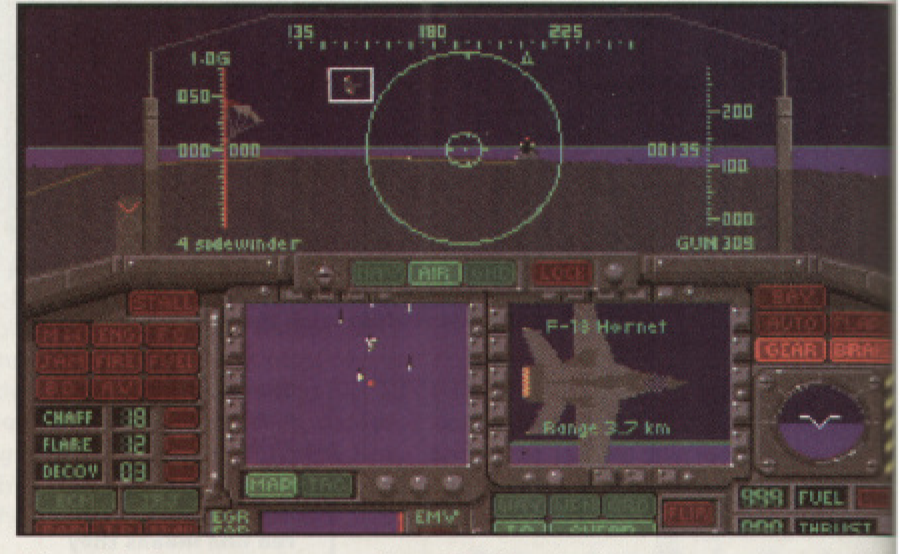
MicroProse's attempt to convey this hi-tech cloak and daggery (or radar-absorbant paint and Maverick missilery, if you will) is basically a rehash of its previous hit F-19 Stealth Fighter. Whereas that title was released when the real stealthy fighter was still a big military secret (and consequently was made up more from intelligent guesswork than hard fact), F-117A is a conversion of the real thing with real facts and figures. That is apart from the ultra top-top-top secrets like its ability to change shape into a Reliant Robin to confuse enemies and the way it can freeze time while it makes its escape, honest.

When the real thing was released MicroProse discovered something that changed their game version significantly. Apparently the real plane only has two weapon points. Two! What's the point of taking the latest in military hardware into the skies if you only get to take two shots at something before flying home? The real thing doesn't even have a cannon! Where's the fun in shooting down an enemy MiG if you can't even take potshots at the ejected pilot afterwards?

Luckily, MicroProse have decided to retain the original level of game balance by allowing you to choose between the Lockheed F-117A (the wimpy real one) and the MicroProse F-117A (the one with weapons in every orifice and a bellyload of hot lead waiting to be forwardly propelled in an aggressive manner).



(Above) Memorised your flight plan? Loaded your weapons? Put the cat out? Then you're all set to paint the town red (and yellow and orange and any other explosion-related colours). You always get a chance to say 'Hang on a minute' if you've forgotten something. Always double check everything!



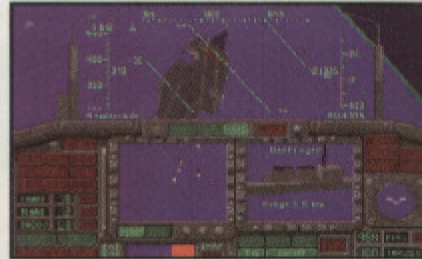
(Above) And awaayyee we go. Your F-117A cockpit has been equipped with all the latest mod-cons. In front of you you'll see your Head-Up-Display with all manner of flight information. That white box around the other plane means that it's your current target and can be seen in detail on the right-hand Multi-Function Display.



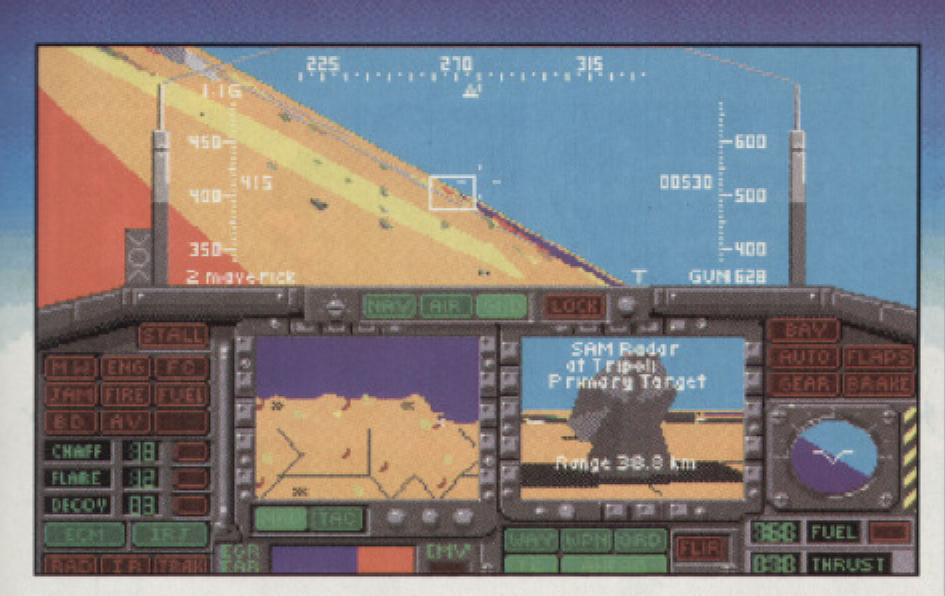
You can choose from all sorts of weapons so hi-tech they can target your house, knock on your door, invite themselves in for a cuppa, chat about the kids, the weather and last night's episode of EastEnders and wasn't it a shame about Michelle and not explode until they're just about to leave after promising to "do this again some time".



(Above) And here's what she's up against - the latest hi-tech aircraft from across the world. This baby's a MiG-29 Fulcrum from Russia and has a distinct manoeuvring advantage over you. In fact most planes do. The F-117A was never designed to enter a dogfight and so you have to rely on your stealth abilities as much as possible.



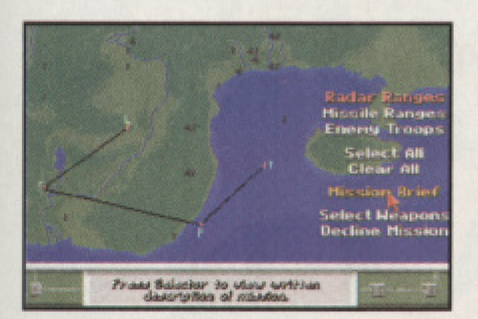
Here we are, coming in to land on something or other. Did anyone read about that Jumbo that crashed into the sea instead of landing on the runway? Terrible business, that. What I want to know is how they got all the suitcases out from inside the plane when it was submerged. Imagine being a diver and having to fish out loads of wet undies. Ugh.



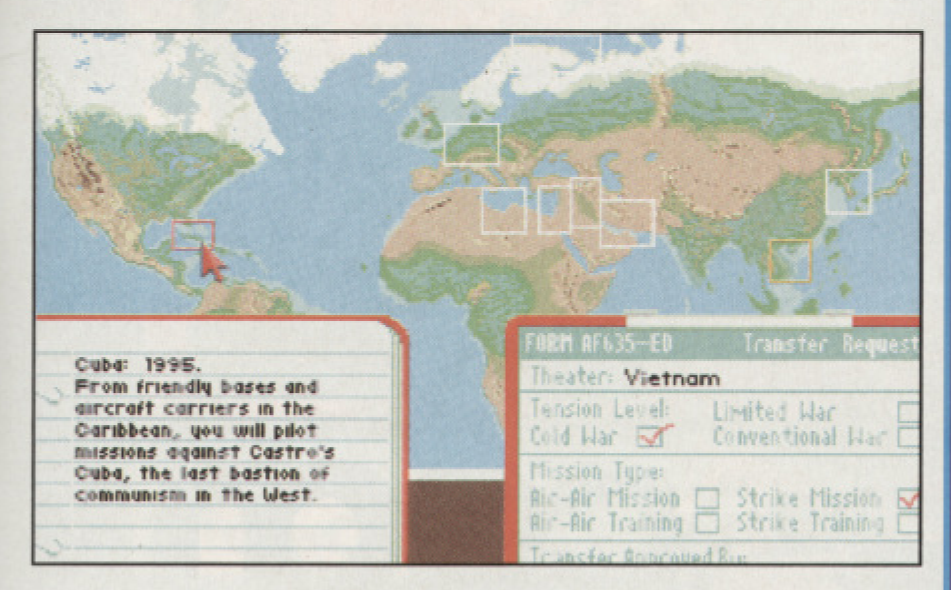
Gotcha! Primary target is what is says and primary target is what it is. The F-117A is equipped with target cameras on all four sides, meaning you can acquire a target from in front, behind or to the right or left of you without shifting your head once. Your on-board computer is also able to distinguish between enemy and friendly targets and whether it's one of your mission objectives. All without asking you to swap disks!



Here she is, your all-singing, all-dancing lady of the night. Covered from head to toe in radar-absorbant paint and designed to appear as faintly as possible on enemy radars. She may look like something out of Star Wars but she's real. Even as you read this, she's out there, somewhere in the world, spying on people. Eerie, isn't it?



(Left) Each mission starts with a briefing. Your Primary and Secondary targets are selected for you with a rough flight plan to follow. You can call up information on enemy radar ranges, missile ranges and troop positions, as well as get a detailed report of each of your targets. Once you've absorbed all this information it's time to select your cargo of weapons.



Nine arenas are open to you: The Persian Gulf, the North Cape, Libya, Central Europe, the Middle East, Iraq, Vietnam, Cuba and Korea. Each are of varying difficulty and have both scenery and enemy hardware to suit their positions. Within each you can select training or real missions, the type of missions and the ferocity of the war.

THE VERDICT

A500/600

Publisher: MicroProse
Developer: In-house

£39.99 Out Now

Hard Disk Installable

Mouse, Joystick/Keyboard

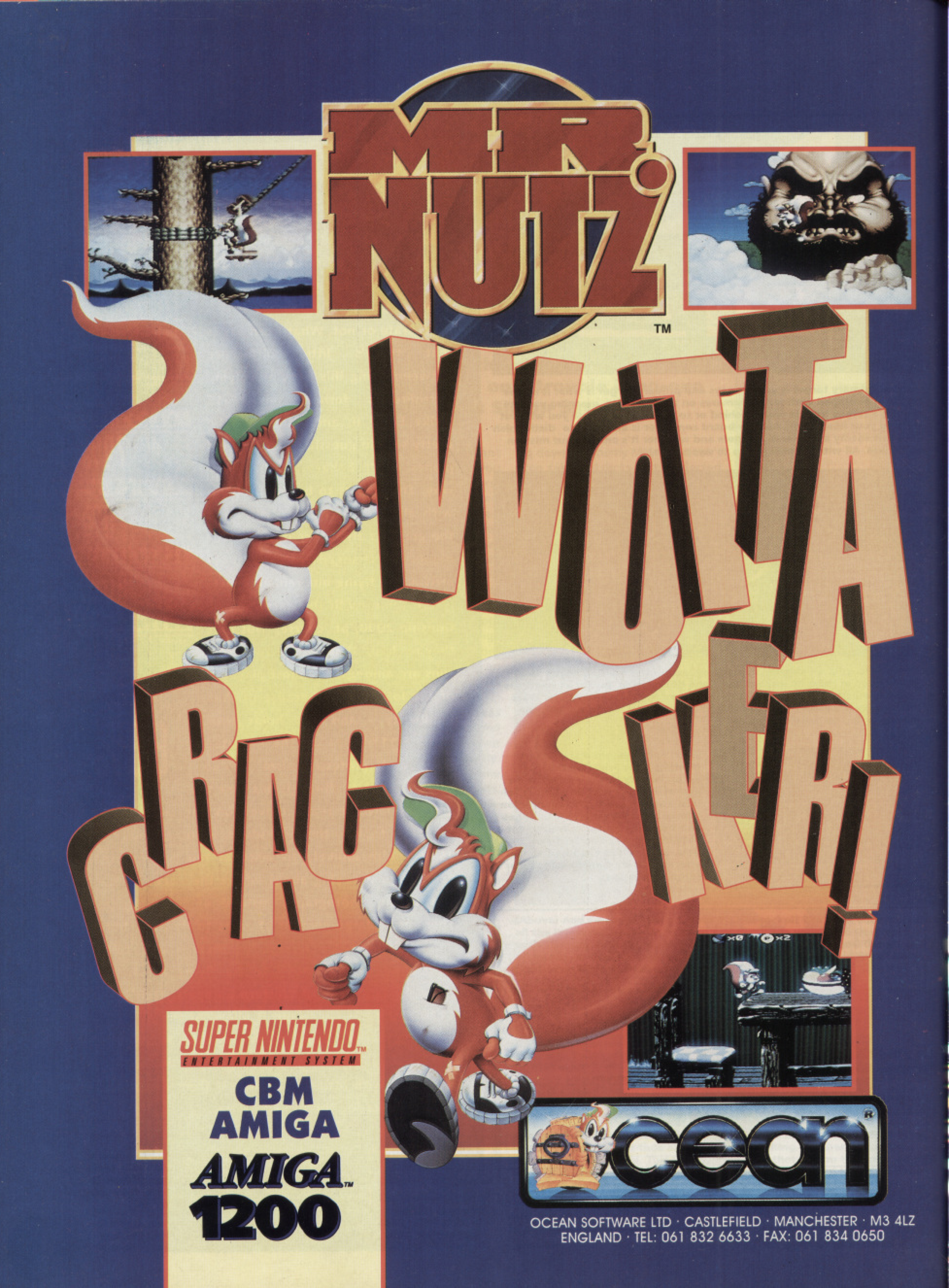
Memory 1Mb | Disks 3

GRAPHICS	79%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	78%
OVERALL	80%

Not being a real military pilot (I didn't have a cool enough pair of sunglasses to pass the exam or whatever), I wouldn't be able to say whether the flight model in F-117A is accurate or not. What I can say is that there's little difference between flying this baby and flying MicroProse's former sim, F-15 Strike Eagle II, and I think I'd be pretty safe in guessing that the real planes don't behave in the same way. That seems to be the problem with all of Prose's sims - although the graphics and presentation techniques are changed with each new arrival, the flying bits remain exactly the same (with the exception of Gunship 2000, of course). Not that they're bad, that is. MicroProse's sims are amongst the most playable of the lot - maybe because of that familiarity - and this holds true here. F-117A has all the excitement and professionalism you've come to expect, although this time the graphics haven't really moved on any since the Eagle took to the air. Indeed, if you already have F-15 II you're unlikely to discover much different here apart from worrying about where the enemy radars are and taking photographs instead of dropping bombs. There are a large number of areas to fly over, but since none of them are linked together in any campaign there's no real incentive to try flying across Korea's green fields instead of Western Europe's. That's what F-117A really needed to put it ahead of the rest - a campaign. Something tying all the missions together into a greater whole. As it is, you've got a solid, professional flight sim with little to separate it from everything else currently buzzing the Amiga's skies.

A1200 **CD32**

F-117A is A1200 compatible so you high-powered flyers have newt t'worry about. You really high-powered flyers with CD32s, though, will have to wait for MicroProse to decide whether they want to put the ninja super-plane on a CD or not.



MR. NUTZ
TM
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STAR TREK

Where's Captain Kirk? Never mind that - Matt T. Broughton is here and he's prepared to get off with any alien chicks you'd care to throw his way. Set for stun, gentlemen.

"Space. The final frontier". Yes, Frontier is almost here, and David Braben has said that... (No, it's okay, we don't have to lie to the kids anymore. Frontier is in the shops. Now get on with it! - Simon.) Oh yeah, Star Trek - sorry about that.

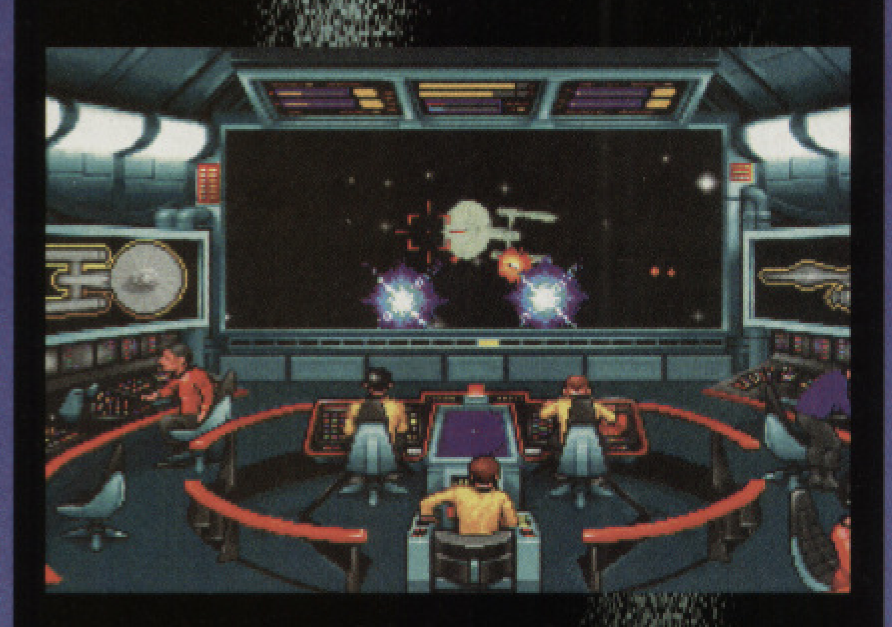
Who hasn't heard of Star Trek? Ah, the fond memories come back to me now: home from school, eating my beautifully prepared fish fingers and chips, a quick game of Apple-Trek on my Apple 2 (I thank that green screen for my pathetic eyesight, you know) and then, come 6.00 pm, over to BBC2 just in time to watch Jim beat up thick aliens, get hit over the head with unrealistic foam 'rocks' and snog all the nice women - what a role model. What a guy. What eye-liner.

From the over-acted, over-dramatic intro, to the corny 'everyone around the Captain's chair laughing' bit at the end (even though that poor nameless sod in the red security suit got killed - again!) Start Trek was a law unto itself, where humans were always best and aliens had better bloody well get that into their big shinny heads or Jim would fill 'em full of phaser. I loved it, as did hundreds of thousands of others, and now that we've all grown up (sort of) here's our chance to experience that thrill first-hand with Interplay's slightly late Star Trek: 25th Anniversary.



Each of the game's seven missions split into two distinct game styles: a space combat simulator (where you get to command the Enterprise from the Captain's chair), and point-'n'-click adventuring on any of the alien planets you may happen upon. The seven adventures on offer are presented as separate episodes, each with authentic intro sequences and apt title names. Demon World and Love's Labour Jeopardised are my favourite two (if you're interested).

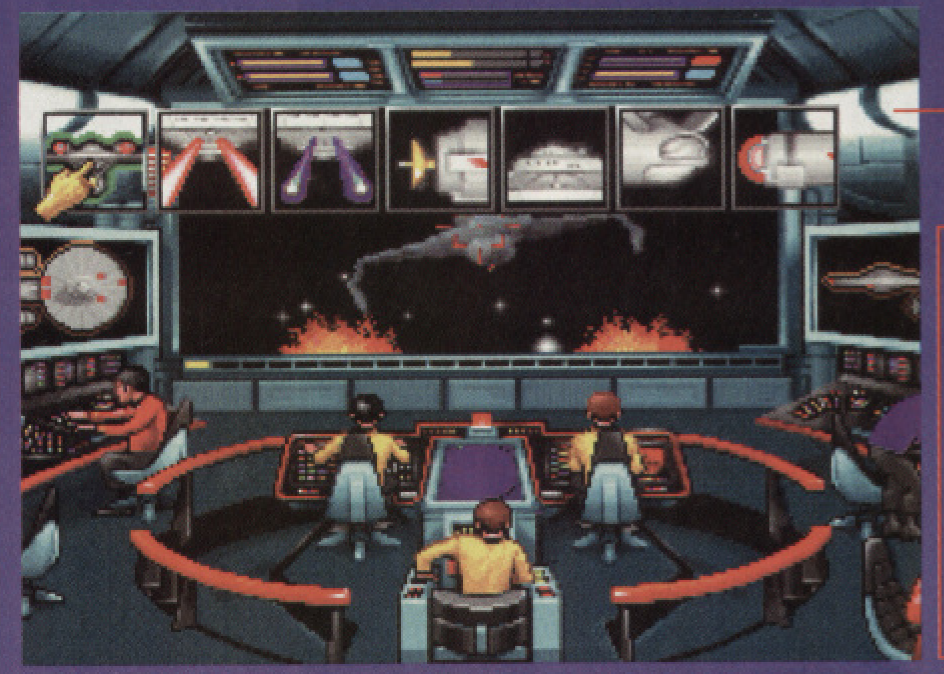
I'm sure you don't need me to tell you how Star Trek works, so I'll just leave you with a number of words which you can pick 'n' mix to make your own relevant intro: Klingon, Phaser, Spock, Enterprise, Snog, Eyeliner, Up, Me, Beam, Scotty.



(Above and below) One of the first things you're treated to when you get aboard the Enterprise is a friendly practice fight against another Rederation ship. This should be a piece of cake compared to fighting Romulans as Star Fleet have no cloaking devices and all its ships seem to feature the same 'huge round saucer with fins off the side that's very easy to target' in their design. Good bit of engineering there.







Each mission starts in an similar way, with normal life on the Enterprise being disrupted by a message from Star Fleet. The specific details for that mission are then relayed by a communication, and will commonly include an alien race, a distant location and someone for Kirk to snog when he gets there. Plot course for Pollux V, Mr Sulu.

Damage during space battles can be greatly reduced by careful use of shields and damage control. You can monitor the ship's condition using the two ship displays on either side of the bridge, and can direct Scotty to prioritise repairs using this pull-up menu. Though both engines have been severely damaged here, it's actually more important to keep the main deflectors and weapons up and running for obvious reasons.



A THING YOU PUT ACROSS A RIVER

As you'd expect, a captain is only as good as his crew (how else could David get a magazine together?), and James Tiberius Kirk is no exception. From the bridge you can access all of the characters that you've come to know and love, along with their individual skills and attributes. Let's have a little look around, shall we?

SCOTTY

Always good in a crisis, Scotty is ever ready with an unrealistic view of things. Show him a nasty spot on your neck and you can expect an "Any more pressure and she'll blow sky high!" or a helpful "I can squeeze it, but I'll need fifteen more hours - AT LEAST!!" Scotty does serve a function, though, and will repair any damage sustained in a battle, while also controlling the emergency power - which, as far as I can tell, basically involves fitting all the lights with red bulbs for some reason.

SULU

Sulu never gets invited to parties any more after that episode where he got drunk, took his shirt off, and went screaming around the Enterprise's corridors brandishing a sword (now there's a lesson for us all here). As a result, he gets the sobering task of looking after the ships deflector shields as well as taking the ship into orbit whenever you approach a new planet. A fun guy with a great complexion.

KIRK

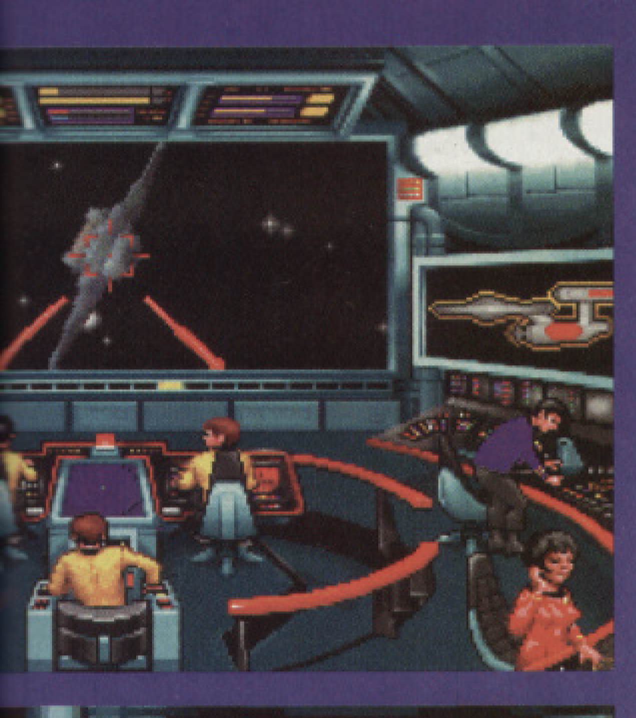
When he's not busy 'liaising' with alien's girlfriends or checking his eye-liner, Kirk can be used to access the captain's log (don't even think about it), giving details of missions past and present. Kirk also has the say so when it comes to beaming down to planets or across to other ships. If by some strange twist of fate he finds an evil double, you can be sure that his make up will be doubly thick so that you know which one's the good Kirk. From Kirk's chair you can also access the disk options.

CHEKOV

As a child, Chekov was ridiculed for his hilarious speech impediment, and with trade mark phrases such as "Capteen, surrender your wessle," you can understand why. To release his childhood aggressions, Chekov has been put in charge of arming the ship's phasers and photon torpedoes, as well as handling the navigation via a galaxy map. Chekov is 42, lives in Crew, and his hobbies include keeping live slugs in his ears and tap dancing with a kettle on his head. Or something like that.

SPOCK

Spock is particularly respected among the Enterprise crew for his uncanny impersonation of Roger Moore's eyebrows - he's so cool, you could stuff a toilet brush up his nostrils, and the git still wouldn't flinch. Spock acts as a general 'help' option, giving his expert view on most things as well as giving more specific information via his science computer. If he gets really unbearable, bung him in the Dilythium crystals chamber with only a pair of gloves for protection - Ha ha ha ha ha!





UHURA

As well as being a good way to clear your throat, her name roughly translates into English as 'excuse me', which is fairly apt as she handles all communications to and from the Enterprise. She has no apparent skills other than this, but is jolly useful in a landing party for teasing undersexed aliens with her swanky moves and barely noticeable skirts (you wouldn't cath me wearing that kind of gear. Except for on Fridays). Known about the ship for wearing cigarette lighters in her ears.

A DAY IN THE LIFE.....

Hi, James T Kirk here. I'd live to invite you to share a day of my life with me, so come on now as we go, through the worm hole.

1 Having cleaned my teeth and received my orders from Star Fleet, I like to fly off in completely the wrong direction until I run into some of my old mates. This one's a bit grumpy, but he means well and he's only playing. That brown and grey outfit just doesn't work does it?

2 I don't know! Make a helpful suggestion for colour coordination and Romulans go all funny. This one thinks that by using his cloaking device he'll get away, but I've got the latest in phasers and photon torpedoes at my disposal. Scotty's getting a bit upset just because I've broken his engine and messed up his shields, but he'll get over it no doubt. Needles to say, I win at the end, and, pausing briefly to re-apply my eye-liner, move on to the correct destination.

3 Mr Sulu impresses the crew with a superb bit of parallel parking in orbit, and then it's onto the blower for a chin-wag with big nose. He obviously envies my good looks, so I'll organise a landing party, complete with sausages on sticks and a red uniformed security bloke who can get shot a bit later on. Scotty, you have the com. "No I don't! It's just a heat rash."

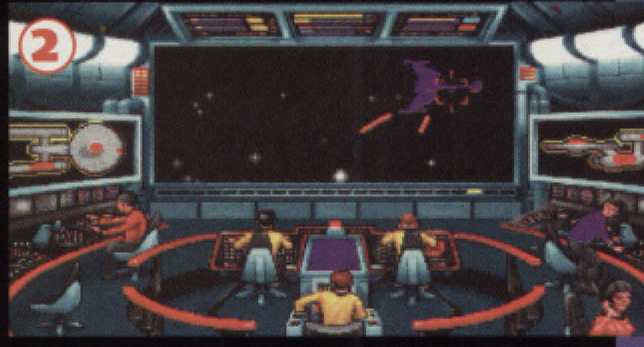
4 Onto the tingly-machine with my best friends Bones and Spock, oh yeah and 'Mr Long Life'. Just time for a quick game of musical statues before I get that strange grown-up feeling that spreads all over my body like a warm cup 'a' soup. Lovely.

5 Just for a change, we find lots of ill people when we arrive. Bones is such a laugh you know - he's got this old spark plug that he waves up and down people's bodies while whistling through his teeth. They always fall for it. Anyway, apparently this poor unfortunate need some berries rubbed somewhere. It all sounds very messy to me, so I leave it to the professionals and go looking for someone to snog.

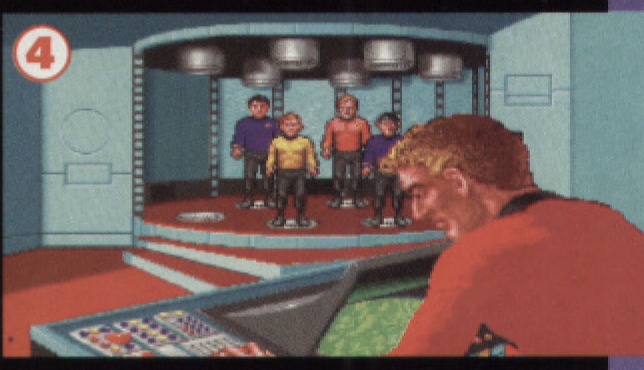
6 We all set off to pick berries when who should pop up but those nasty Klingons - see, told you it was going to get messy. Luckily for me, my lightening reflexes (not to mention my phaser) make quick work of these dirty rascals, while my crew look on in awe. I'm afraid (but not surprised) to say that Ensign Everts was killed shortly after these pictures were taken.

You'll be glad to hear that by tea time I'd saved the entire planet, outfoxed the bad blokes, and snogged just about everyone who wasn't a fella. And some of them that were. Cheers till next time. See ya.













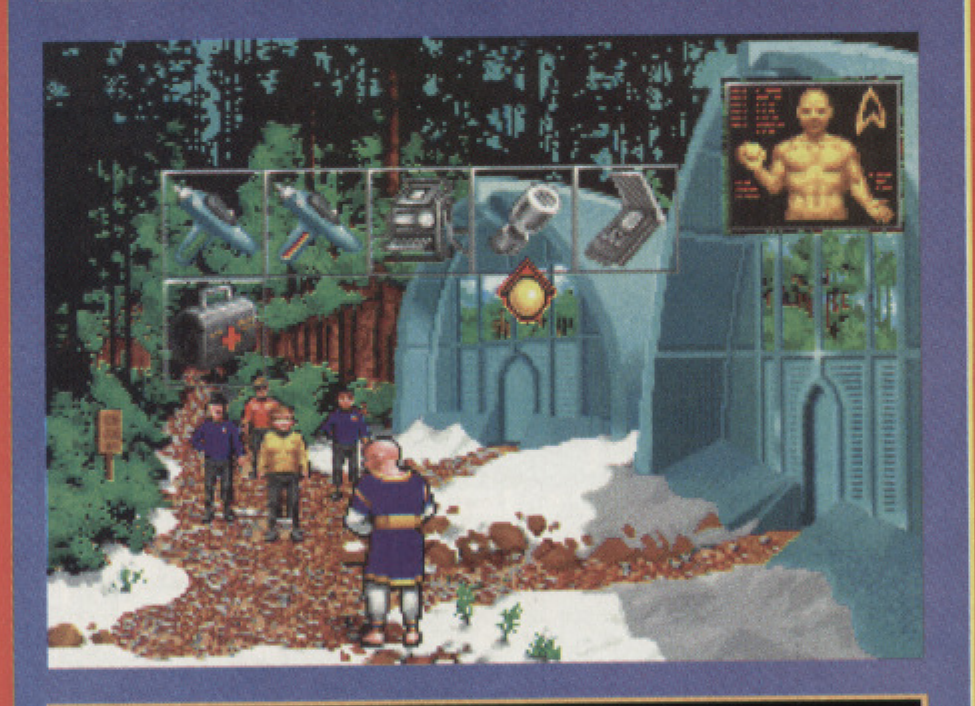
STAR TREK



Not exactly the most exciting screenshot ever taken I'll grant you, but jolly important nonetheless. If you want to get anywhere in the galaxy, you'll need to come to this map to target your next, er... target. This also acts as a piracy security device - if you don't know which spots are what, you'll find yourself in a hopeless fight against cloaked Romulans. Fun, fun, fun.



Each mission starts in an similar way, with normal life on the Enterprise being disrupted by a call from Star Fleet. Uhura will inform you of any messages received , and in true Trek fashion, they will appear on the main screen. The specific details for that mission are then relayed by a communication, and will commonly include an alien race, a distant location and someone for Kirk to snog when he gets there. This old git looks half asleep, but never mind - plot course for Pollux V, Mr Sulu.



The 'naked man' icon in the top right isn't some twisted alien race, but is in fact a gateway to control beyond your wildest dreams. By highlighting specific parts of its anatomy you can talk, look, take, etc, to your heart's content. If you select to 'use' items, you will be presented with this sub-menu showing what you are currently holding. I can't decide whether to scan this bloke or just shoot him and be done with it.

THE VERDICT

Excellent. This is a must for anyone who finds themselves strangely drawn towards things vaguely Star Trek related. The interface is excellent, making everything instantly accessible and leaving you with no worries when it comes to selecting the right object, chat-up line or which phaser to shoot. The music adds to the atmosphere by swelling and stabbing at just the right moment - a system which works much more effectively than LucasArts' Imuse jobbie - and the sound effects faithfully sampled from the show and reproduced throughout the game give you a true feeling of taking part in the show. The game is littered with graphical treats - Kirk leaning over with the ship when you turn in a battle, Spock independently pulling out instruments to take recordings, etc - and the authentic conversations between the cast are real treats for die-hard Trekkies. But let me just stop myself here. It's all very well coating a game with in-jokes and authentic graphics and sound effects, but what's more important is whether the game still works if you're not a big Star Trek fan. Well, the puzzles aren't too taxing (although the solutions aren't all 'logical' and straightforward) and the space combat a nice idea, but at the end of the day the average, non-trekkie adventurer isn't going to find this much more spectacular than a 'normal' non-licensed game. As brilliant as Star Trek is, it seems content to just appeal to those who would have bought it anyway and doesn't really have any innovative features that scream "buy me" at you. That said, let's not forget the score being given here, and full marks go to Interplay for doing just about the best thing they could have done with the Trek licence. Most definitely worth a look if you're into Trek, and still pretty damn good if you aren't.

A1200

Publisher: Interplay
Developer: In-house

£34.99 Out Now

Hard Disk Installable Only

Mouse/Keyboard

Memory 2Mb | Disks 8

GRAPHICS 88%

SOUND 89%

PLAYABILITY 83%

LASTABILITY 82%

OVERALL 83%

A500/600
CD32

Star Trek will only be available for A1200 HD owners, but there is a possibility of a CD32 version at some later point. And, er, that's it, really.



STARDUST

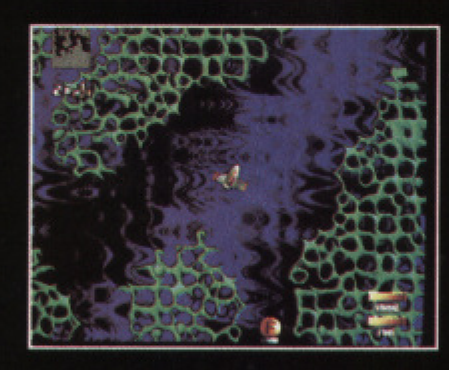














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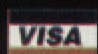
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ONE



STARDUST

If you thought you'd seen enough Asteroids clones to last you a lifetime then think again 'cos you ain't seen nothing yet. David Upchurch shouts "Let's rock!" in a slightly sad manner.

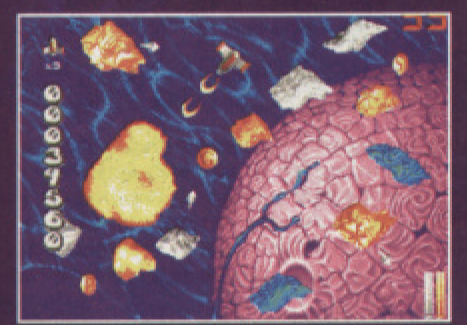
Bloodhouse, eh? What a bloody (ho-ho!) stupid name for a new development team. If you're going to have a silly name you might as well make it humourous. How about Bogiehut? Or Mucus-mansion? Just some ideas, you know. Still, if they're happy with it then I suppose we should be too, especially if they keep coming up with stuff as good as Stardust.

There are no prizes for spotting that the game is heavily 'inspired' by the old Atari coin-op Asteroids. In a little rotate-'n'-thrust spaceship, the player must blast his way through thirty screens of tumbling rocks and alien spaceships spread out over five war zones.

Your ship starts off fitted with a pathetic three-way laser and a shield which can be activated at any time (as long as you've got enough juice to power it). Along the way there are various icons left behind by the smashed asteroids and zapped aliens which, if collected, will top up your energy and shield power as well as enhance your laser's performance. Some aliens even leave behind higher-powered weapons to add to your arsenal.



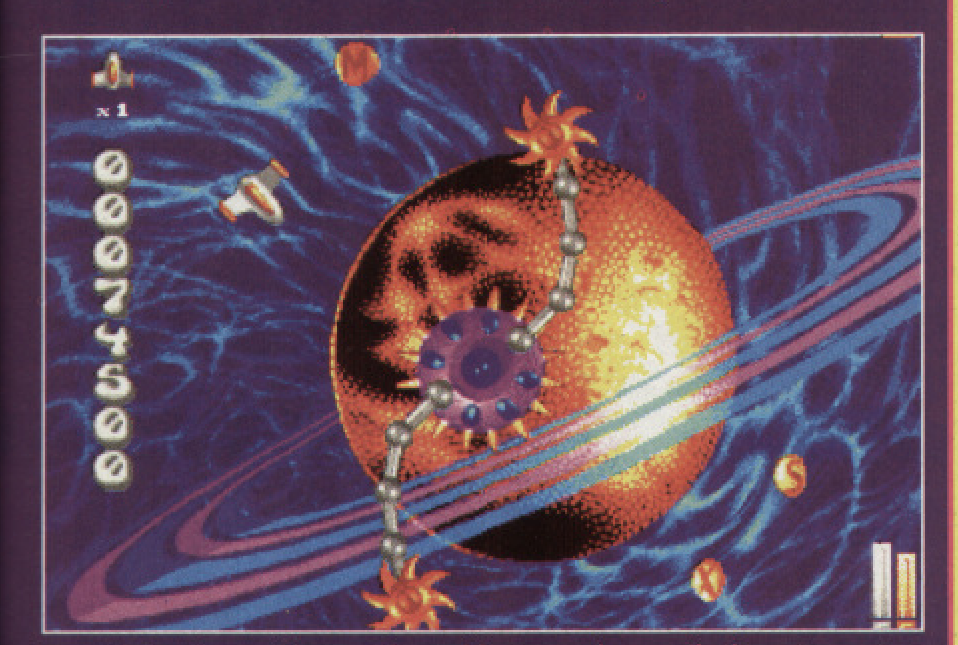
In the Warp Tunnel you view the 3D action from just behind your ship. Your task here is to blast the asteroids and avoid the mines until you eventually reach the next zone.



Certain aliens release weapon upgrades when destroyed and, if picked up, these can be toggled between via a sub-menu called up with the spacebar.

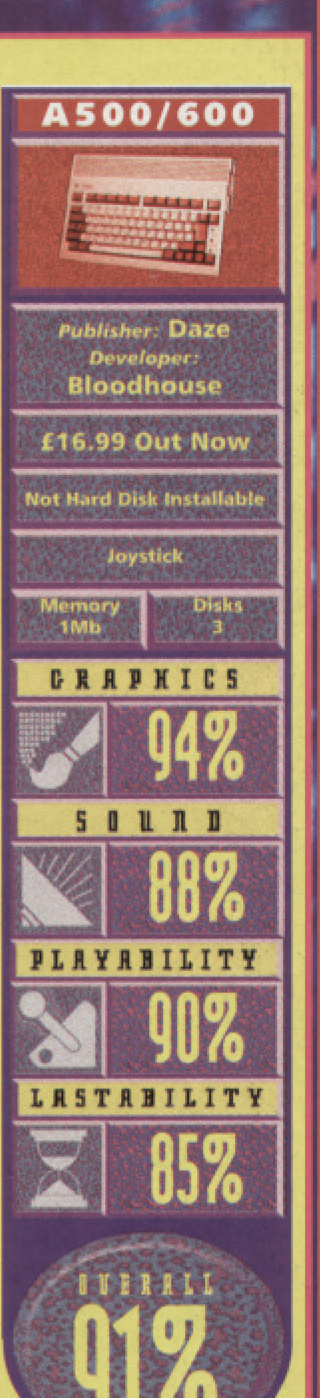
When Bloodhouse first revealed their existence earlier on in the year we were very excited - after all, it's always good to see fresh talent entering the Amiga games scene. However, when they announced that their first release was going to be an Asteroids variant I have to admit that we could hardly sustain our excitement. Oh, it looked very pretty but surely the Asteroids concept had been pushed as far as it could go?

How wrong we were...



Every six levels you'll have to face a big nasty who guards the entrance to the Warp Tunnel and the next 'zone'. These can be real sods to deal with, and when they first appear you'd be advised to make good use of your shields until you've got a handle on their attack patterns.

THE VERDICT



Stardust may look pretty from the screenshots but you've got to see it running to really appreciate how beautiful it is - the animation is outstanding and everything moves sooo smoothly. I've no idea how they did it but - by God! - I'm glad they did. Of course, the really good news is that the gameplay is as good as the graphics. The control over your ship is responsive and instinctive and, although the game starts off very traditionally with just a few asteroids rolling about, things start to become much more interesting when the aliens appear - their attack modes are varied and quite cunning with a surprising amount of strategy required to defeat some of the nasties. It's definitely not a case of just sticking the joystick on autofire and spinning around ad infinitum. The 3D sections break things up nicely and they look stunning (like the rest of the game) - Bloodhouse could've created a game out of these bits alone. I've got a feeling that Stardust is going to be a game that people will either love or hate. Yes, so at the end of the day it IS just a super-enhanced version of Asteroids, but in my opinion there are enough unique gameplay features and superb touches to make it far more than just another PD-style clone. And at an asking price of £16.99 it's an absolute bargain. Stardust is fab, basically.

A1200
CD32

There are no noticeable improvements arising from running the game on an A1200, and there are no A1200/CD32-specific versions planned. Just think, though - if Bloodhouse can do this on an A500/600, imagine what they could do on an A1200 or CD32...

The first ever splatform hero is here! Our very own phlem-induced Simon Byron peeks into his hanky for the lowdown on Psygnosis' latest.

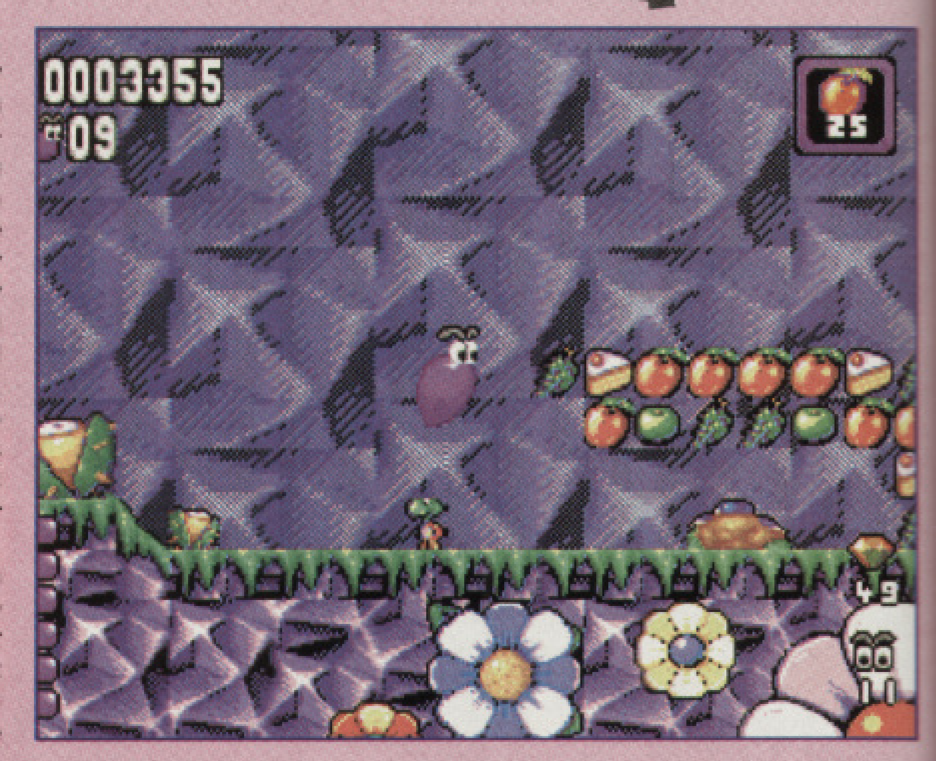
GLOBDULE

There are many things in life which can be loosely termed 'toys'. Some amount to little more than well-placed marketing campaigns designed to fool you and me into splashing out for a present for little Johnny at Christmas. Lego is one such 'toy'. Sure, you can build blocky dwellings for vaguely movable characters but where's the fun in that? Toys are meant to be played with, not sold in small parts for over £1.75 each. And did you ever invite any of your mates round for a quick game of Lego down the park? I didn't think so.

But now there's a real toy in town, travelling under the rather unfortunate name of Globdule. The only problem is that his pleasure-inducing potential has yet to be realised because he's confined to the dank depths of a cavernous prison with no chance of escape. Or so he thinks...

It's down to the wizard, you see, who's recent appearance has now presented Globdule with his big chance - an opportunity to manipulate this magician into transforming Glob's perfectly gooey self into a desired-by-all toy. However, the wizard has one condition - namely that Globdule must make his way through all the various themed worlds, collecting all the gems and assorted bonuses from all the levels. If he can do this then he'll be able to take his place on the Toys 'R' Us shelves next to the My Little Ponies and a doll that randomly vomits over your best strides.

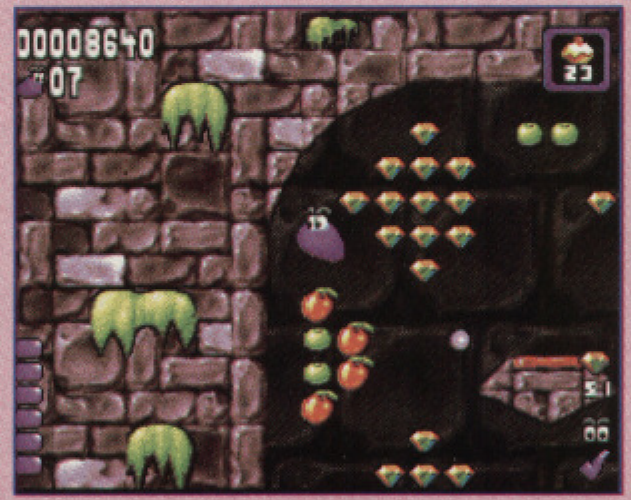
If you have a cold or a bad cough at the moment then you should have some idea of whether Globdule is for you, but if you're bothered about knowing what I think then take a look at the Verdict. Not that anyone ever listens to me...



(Above) As you've probably noticed, Globdule isn't your run-of-the-mill platform star. His sticky properties enable him to hang on to virtually any surface, so most of the walls can be used to reach other parts of a level and gain access to a whole host of secret bonuses. He can crawl and leap his way through the zones, the latter ability necessary for clearing the areas of nasty flames and spikes.



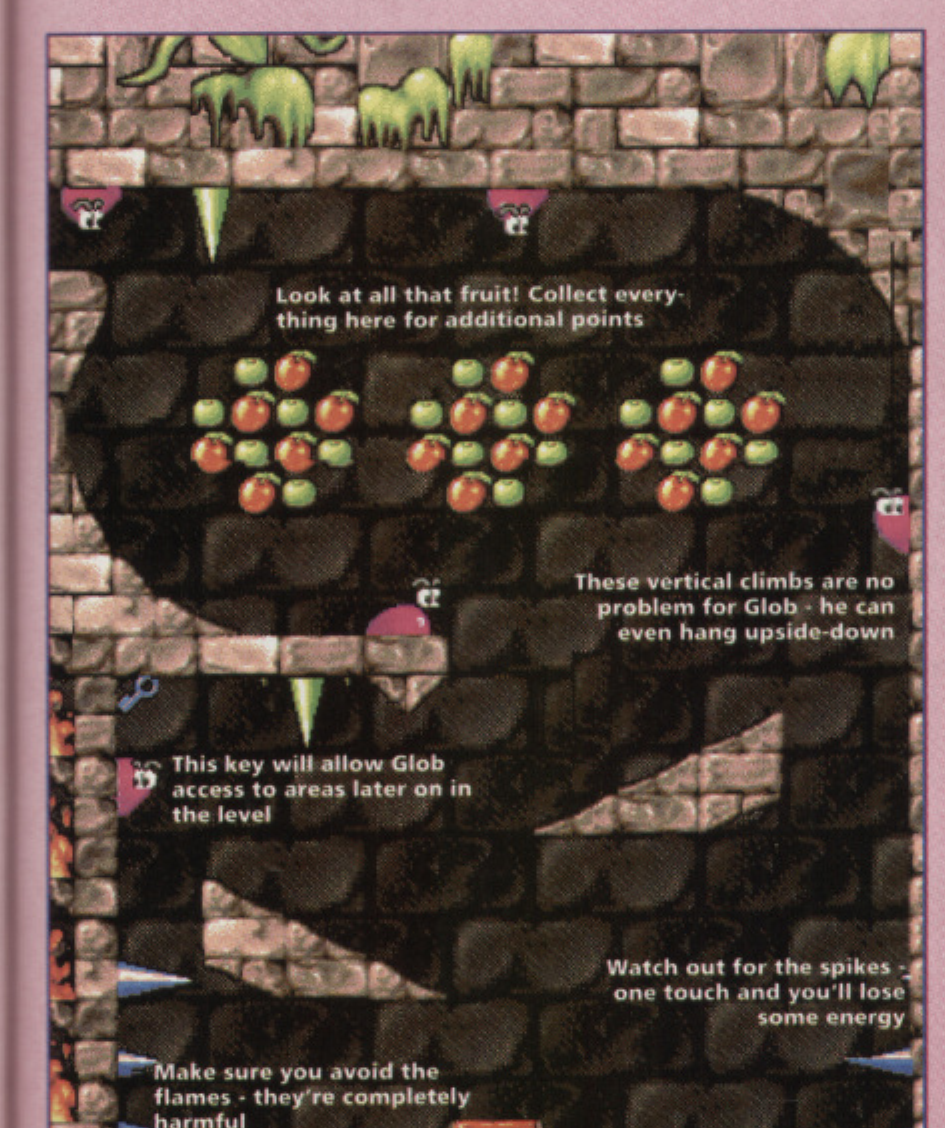
Spikes and flames are two of the most common hazards Globdule has to face and are best avoided. Glob's energy is displayed bar-like on the left of the screen and each hit will remove one section and send him spinning off into the distance. Lose all your blocks and you'll lose a life, mate.



To leave a level, Globdule has to collect a speficied amount of gems and absorb a set number of eyes. These totals deplete as your journey continues until the red exit square emits a dazzling display of sparkles, indicating that you've done enough work. The other bonuses, such as cakes and stars, are additional pick-ups which reward you with extra energy and lives once you've snapped up enough.

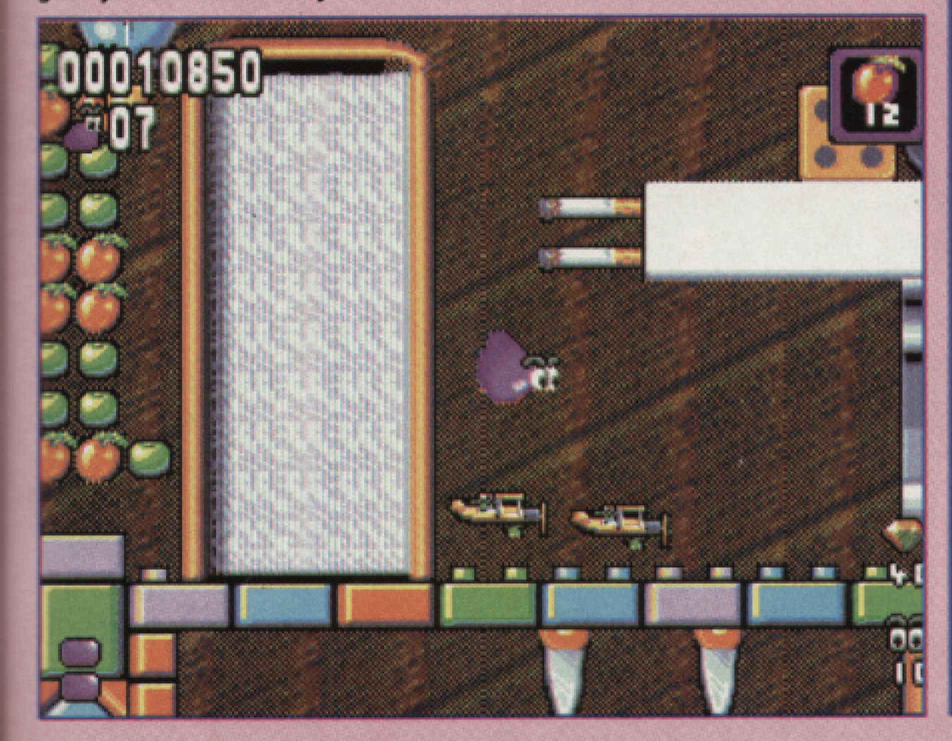


You'll come across a number of doors through which you can only pass if you've collected the relevant coloured key. Then, by sliding slightly up the obstructing door and pressing fire whilst moving the joystick towards the door you can permanently open these entrances so that you can pass through them time and again. The game will automatically select the required key (if you've collected it, that is), so there's no fiddling around with the keyboard.



(Above) This is just an itsy-bitsy teeny-weeny section of one of the easier levels, pieced together for your delight. The lack of meanies goes some way to make this level slightly easier than most, but the spikes and flames ensure it is by no means a push-over. All the gems you need to collect are hidden off in a secret area to the top-left of this map but lack of space prevents us from showing you it here. Sorry.

(Below) Globdule's only method of dealing with the assorted creatures is to baffle them with an abcrobatic spin. The smaller meanies only take one hit but the larger ones require at least two direct hits to their shell-likes before they'll disappear. Once you've managed to do them in they'll deposit a pair of eyes which Glob can absorb, for reasons not exactly clear to me. It's a good job there aren't any Stevie Wonder creatures, is what I reckon.



THE VERDICT

At last - a platform game (or 'splatform', as Psygnosis are touting it) with a degree of originality. How refreshing it is to not have to hit secret blocks to reveal bonuses, or meander along horizontally-scrolling levels merely jumping on heads. Globdule has definitely got an initial hook. The difficulty curve is nicely judged, with the individual zones steadily increasing in size as your control over Globdule is perfected, so you can at least get to grips with the game mechanics before things become too frantic. After a while some of the level maps do become a bit of a joke - they're so huge Psygnosis won't be releasing a tips book, more like an A to Z! It's possible to spend upwards of five minutes retracing your steps and this can become a tad repetitive - a few discrete arrows in the background would have been welcome here. However, the size and amount of these levels ensure that if you feel like completing the game then you'd better make sure your social calendar is completely free. There is one really major gripe, though. Because Globdule bounces all over the place after even the slightest graze and you invariably end up losing at least a couple more energy points as Glob rebounds off several previously unseen hazards. It's easy to lose a life from these situations and it's bloody annoying, I can tell you. Hmm... I seem to have spent the majority of this Verdict moaning (what's new? - everybody) but this isn't really a true reflection of the game's quality. You certainly won't be disappointed if you do stump up the cash, but with a few alterations Globdule would have been a Lemmings-sized hit.

A1200

Publisher: Psygnosis
Developer: Ex Animo Design
£26.99 Out Now
Hard Disk installable
Joystick
Memory 1Mb | Disks 2

GRAPHICS	81%
SOUND	79%
PLAYABILITY	82%
LASTABILITY	83%
OVERALL	82%

A1200 **CD32**

A1200 version? Nope, sorry. CD32 version? Not much of a chance. Mega Drive version? Probably - you know what softcos are like for milking the cash cow.

GLOBDULE

SECOND SAMURAI

When the cry went up "Anyone for seconds?" it was David Upchurch at the front of the queue (as usual). What he didn't realise was that it was Psyggy with their kung-fu sequel. Doh!

When Robert Maxwel slipped on a barnacle and tumbled overboard to his doom a few years he dragged more than just his swimming trunks and a half-eaten piece of toast down with him. Various companies and subsidiaries of the Maxwell Empire took the final dive along with him, of which one (and the only one of any importance as far as games fans are concerned) was the late, lamented MirrorSoft.

Pity poor VID's excellent First Samurai. It had the misfortune to be released just days before Mirrorsoft's demise, and so never had the distribution and support it deserved. The few copies on the shelves were soon snapped up and that was the last we heard of it, bar a brief re-release a few months later in a compilation along with Mega-lo-mania.

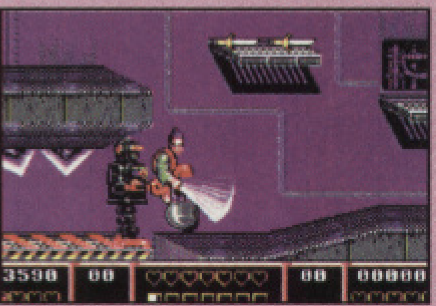
Hopefully, with Second Samurai, VID will get the recognition and success they deserve. The game follows on directly from the first, with the young Samurai continuing his pursuit of the evil Demon King (who murdered the Samurai's Master, trivia fans) through time and space. But although the King is even more powerful this time around, help is at hand from Mage, the warrior/wizard friend of the Samurai's, whom a friend can take charge of for simultaneous two-player action.

The scene is set, then, for kung-fu style action a-plenty, with the Samurai and Mage battling their way through level after level of the Demon King's minions both past, present and future. Imagine The Water Margin crossed with The Time Tunnel and you'll get some idea of what I'm on about.

But it's not all kill, main and gouge, oh no. There are arcade adventure-ish puzzles to be solved and tasks to be completed if the duo are ever to reach the King's mountain fortress and finally put an end to his reign of misery forever.

Exciting, eh?

(Above) There are loads of end-of-level nasties to defeat, all of which have been designed with a bit more imagination than most. Take this giant robot, for example. As he stomps around it's your task to knock chunks off him, but as you do little repair droids float on-screen and try to fix him back up. So you've not only got to keep bashing away at big boy, you've also got to make sure the repair droids don't reach him either.

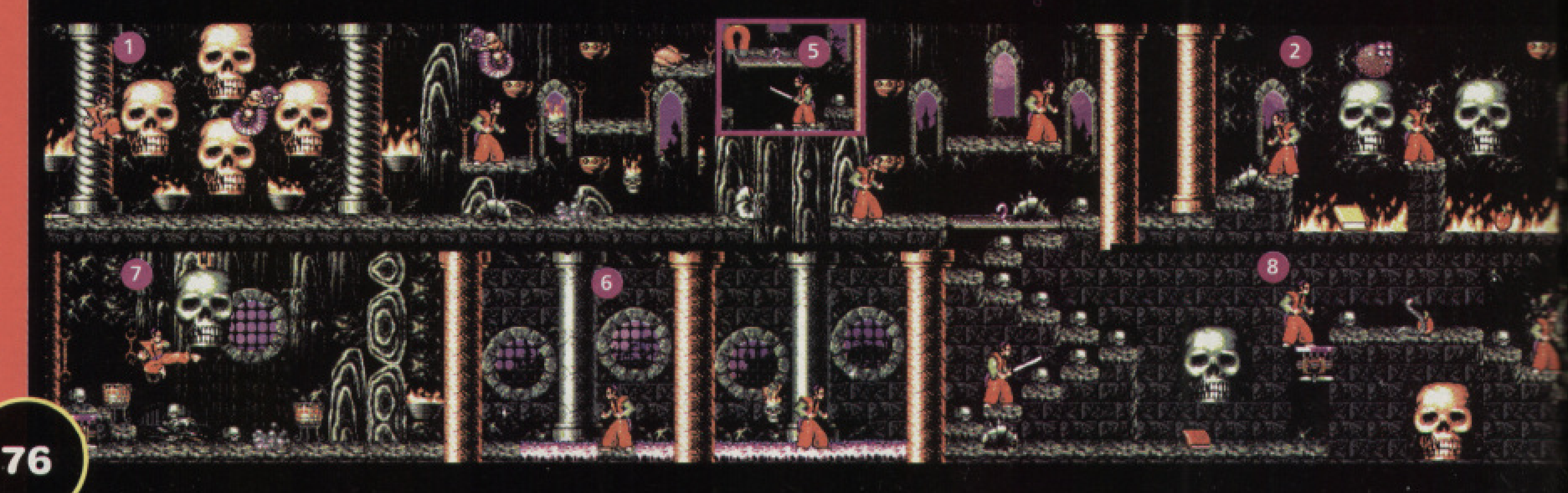


You start with just your fists and feet to protect you, but it won't be long before you collect power-ups like swords, knives, smart-bombs and invulnerability spells. Once found they're stored in your inventory and it's up to you to decide when to use them - it's called 'strategy'. There are also experience points to collect, contained in pots along the way, and the more you collect the more of the game's end-sequence you'll see should you ever finish it.

OOH, NICE PIECE TOGETHER...

These individual screenshots are all very well but what you really want is a top piece-together map to show you how the game plays. Well, you'd better do, 'cos it took me bloody hours to do...

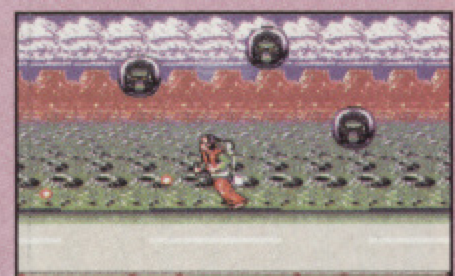
1 Starting here, Sam (as we'll call him) trots off right, dicing any naties he encounters.
2 Slaying those strange fish-like things produces a drop of water, so use this fact to put the pit flames out, thus allowing you to get to all the goodies.
3 Another flaming pit! Once again, kill the fish things to put out the fires. You'll discover why later...
4 Hmmm, a magnet. Could be handy. Pick it up...
5 Clever-clever! Putting the magnet on the platform above the grille opens the passageway!
6 Careful here - slippy floors. And look out for little sparkling points on the walls, as these reveal the locations of hidden bonuses.





There are three types of two-player mode. The easiest is 'friendly', where you can't hurt the other player, while tougher is 'stun', where your blows, er, stun the other player. Finally there's 'kill', where you can actually slaughter your partner. While the latter is fine for settling any private arguments you and your mate may have, it's no way to progress.

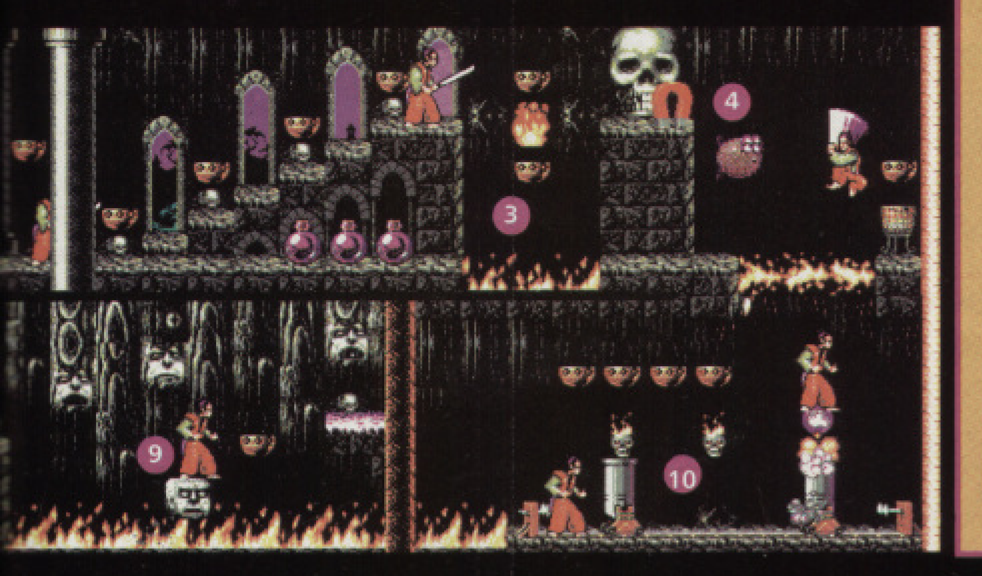
Although the main course of the game consists of slicing and dicing bad guys while jumping around platforms, there are some interesting little side orders that pop up occasionally. Like this shoot-'em-up level, where you don a jet-pack and have to scoot around zapping the marauding robots. I know it looks very bizarre but, look, I didn't program the game, all right?



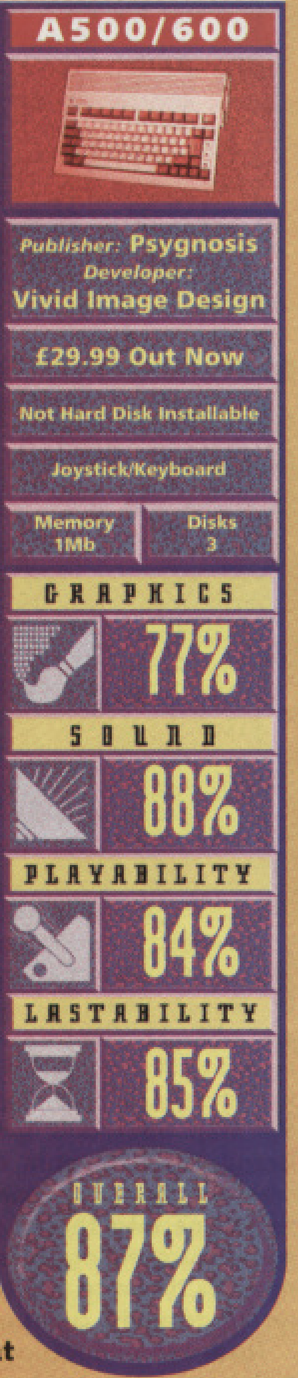


You'll come across magical teleport crystals from time to time, which can be activated by standing over them and holding down fire (shown inset). These crystals come in two flavours: big, which are important and whisk you on to the next stage or level; and small, which beam you into bonus rooms or sub-games, like this hack-'n'-slash version of Asteroids shown here.

7 Here you're attacked by a giant skull on a chain which must be defeated before you can grab the helicopter platform in the bottom-left of the screen...
8 ...Which you use to get over this ledge.
9 Use the bouncing block to pass this dangerous lava pit.
10 A curious cannon. Push this under the hole in the roof (which used to full of flames), light the blue touch paper and then stand on top of it and you'll be blasted up through the roof to the next stage! Simple when you know how.



THE VERDICT



When you first load up Second Samurai you'd be forgiven for thinking that Psyggy had pulled a fast one and slipped you a copy of First Samurai in a different box.

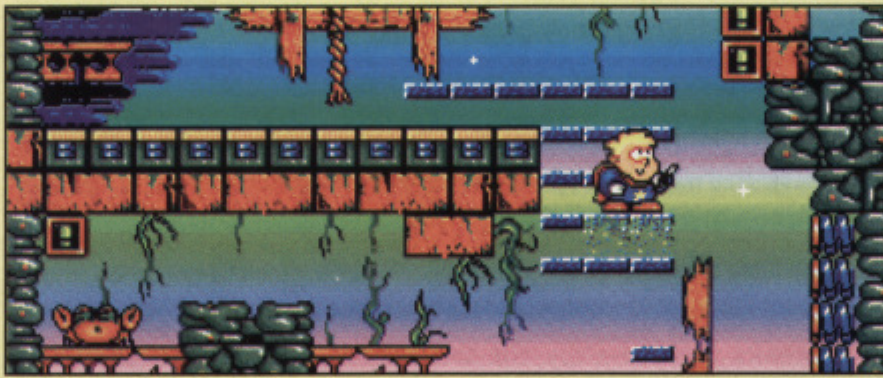
Superficially the two games appear very similar; despite the nice parallax backdrops, the graphics have a slightly dated look (circa 1989, I'd say), the sound appears to have been transplanted straight across to the sequel and the gameplay is just more hacking-'n'-slashing mayhem. It doesn't take much playing to prove this theory wrong, however. Agreed, the basic gameplay is the same but VID have made various tweaks to it, mainly for the better. The level design is a lot tighter for a start, and you're guided around each level rather than left to wander at will (a good thing in my book, as the first game's aimless meandering got quite tiresome). The puzzles are a lot less obscure as well, almost to the point of redundancy – I doubt you'll be stumped by any of them for more than ten seconds, but at least they provide some sort of structure to rest the relentless fumpin' and fightin' on. And relentless is the right word – the enemy seem to be in almost unlimited supply, ensuring that there's never a dull moment. Sadly your Samurai doesn't seem quite as fluid and easy to control as he used to be - must be age catching up on him - but even so you can still pull off some satisfyingly acrobatic combat moves with relative ease. One thing I did like about Second Samurai was the pleasant vein of whimsical humour running throughout, although how modern beat-'em-up fans who seem to like their violence laced with over-the-top gore à la Mortal Kombat will react to it I don't know. Second Samurai won't be everyone's cup of Saki, but I know what I like and I like this lots.

A1200
CD32

Good news, A1200 owners! Although this version won't run on your machine, there will be an A1200 version 'soon' (well, that's how Psyggy put it) featuring enhanced colours, sound and all those other good things you've come to expect from an A1200-specific game. No news on a CD32 version, though.

MAGIC BOY

Matt Broughton is a dab hand when it comes to stuffing fresh fruit and small animals down his pants, so who better to take a look at Empire's latest platform offering?

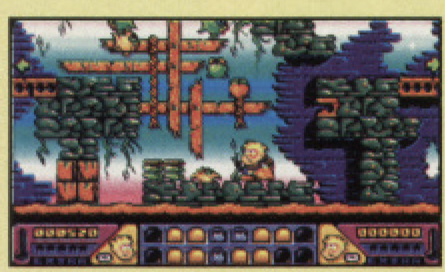


Hewlett is an apprentice wizard - and a bit of a swotty one at that. Being top of his class and a bit of a girly spaz, Hewlett has stayed behind one night to tidy up, and ended up accidentally opening the trap door that leads to the Grand Wizard's store of magical creatures. They seized their chance to escape into the magical landscape surrounding the school and now it's down to you to find and recapture all the creatures.

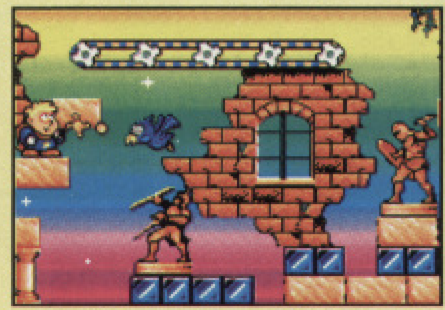
No prizes for guessing that this is a platform game, but here you must travel through four different worlds - each containing eight levels and a number of secret and bonus rooms - as you search for the missing creatures. Sand Land, Wet World, Plastic Place and Future Zone must all be negotiated, four levels at a time, if you want to recapture the creatures.

Collecting the animals is easy, just stun them with a bolt from your wand, stuff them down your pants, and then banish them to the basement below. Getting to the animals won't be quite so easy as you need to cross platforms, sticky blocks, toxic pools, icy surfaces - all the normal platformy problems you'd expect to find in a platform game. Special blocks can be found throughout the worlds which, when shot, release either a point-earning fruit or any of a number of power-up icons. You can upgrade your wand to shoot bolts of varying power and patterns, and also collect bonus letters, keys, extra lives, continues, etc as you travel across these strange and interesting worlds. Onwards, ever onwards!

No platform game would be complete without a dissolving platform or two, and Magic Boy is no exception. Gasp in amazement as platform after platform crumble under your chubby lad's weight, with the ever present threat of doom only centimetres below. This is a particualarly nasty position to be in because even if you do get past the platforms, those green and orange blocks hide spikes just waiting to penetrate your murky depths. Oo-er!



Once you've stunned the creatures with your wand you can stuff them in your pockets before sending them down below. The more creatures you send in one go, the more points you score. But don't take too long about it - there's nothing worse than having a fish down your pants when it wakes up I can tell you!



Each of the levels has a different number of creatures that must be collected and though there is no time limit as such, you do need to move fairly swiftly or else the creatures will start to escape back into the world.

THE VERDICT

My word! An okay platform game! Yes, I actually enjoyed this one. Dig deep through that cute and fluffy exterior and you'll find the beating heart of a well designed platform game. I know we've had more than a fair handful of platform games lately (don't we always!) but this has some nice touches and looks and sounds a treat to boot. The graphics are nice and colourful without making things too heavy on the eyes, while the sonics are musically pleasing with some top spot effects. The worlds feel very different thanks to lots of graphical backgrounds, animals, and a good use of platform layouts, and the secret rooms are a nice touch that should keep the 'console lover' happy (although I did find myself just trying to complete the level before the animals escaped rather than searching every nook and cranny for a bonus room). Hewlett moves nicely, and although he's sometimes a tiny bit sluggish when jumping, there's a thankfully low amount of dying because of bad game design rather than your actions. The numerous platform types and pick-ups are, while being nothing new, very nicely done and occur with enough to keep you moving without hindering too much. There's also a good mixture of point collectables (i.e. fruit) and weapon/bonus items on offer although it would have been quite nice to be able to discard unwanted pick-ups. It's good that you can choose to approach the levels in whatever order you fancy, as this avoids the 'Manic Miner' problem of being stumped by one level, thus bringing an end to any playing. My only real complaint is that some levels are either way too easy or far to hard. I completed the first eight levels - i.e. the first world - on my second go, while other levels seem to be completely impossible, forcing you to choose another level even though you know you're going to have to tackle it eventually. End of the day? Excellent for what it is, but not exactly original.

A500/600

Publisher: Empire
Developer: Blue Turtle

£25.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 1

GRAPHICS	80%
SOUND	81%
PLAYABILITY	77%
LASTABILITY	83%
OVERALL	79%

A1200 **CD32**

Nop! Nothing vaguely resembling an A1200 version to be found here, I'm afraid. There are no plans to play with the CD32 either, but there are a number of limited editions of Magic Boy that come with a copy of The Cool Croc Twins. Hurrah!



Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

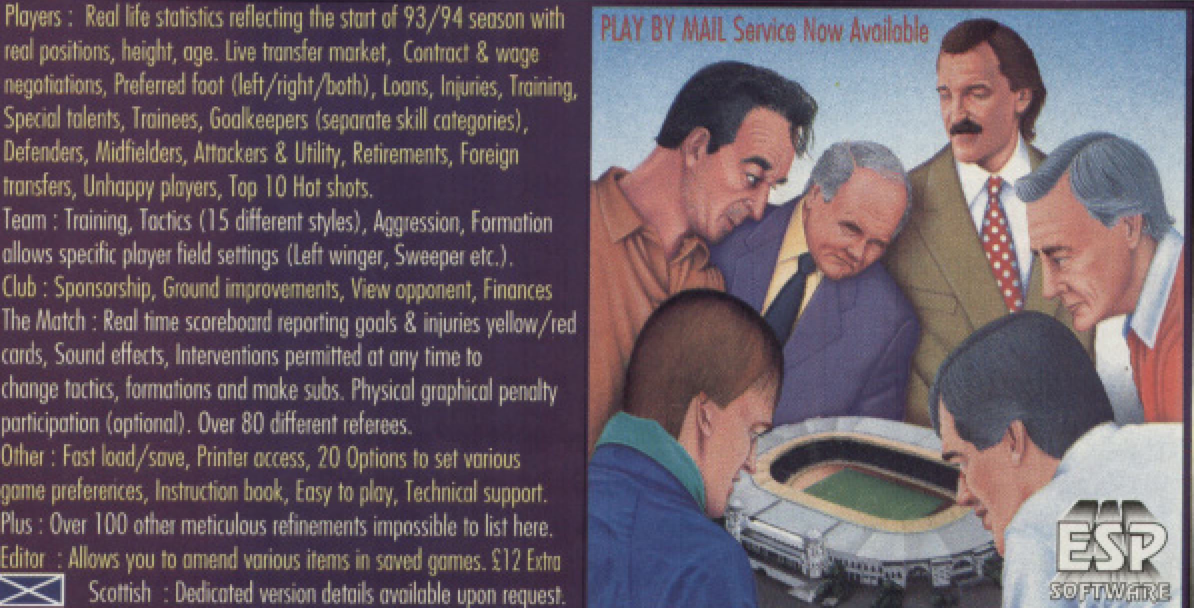
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.



EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players

WRESTLING MASTERS

CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.



- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

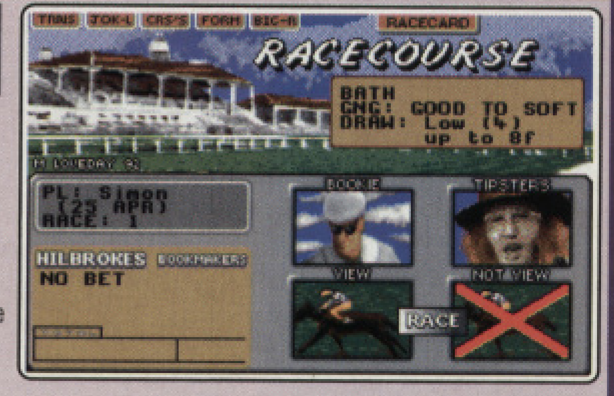
This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility.

Open National Tipping Competition 1991 : Organised by Racecall, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

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ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION	A G	PRICE	TOTAL
					Professional Football Masters V4		24.95	
					P.F.M. Editor V4		12.00	
					Stable Masters V2		24.95	
					Oracle Horse Tipster (RRP £99.95)		75.00	
					Cricket Masters		24.95	
					World Cup Cricket Masters		24.95	
					Wrestling Masters		19.95	

CREDIT CARD NUMBER & EXPIRY E.& O. E. GRAND TOTAL

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THE SETT

You'd expect to find an intro with 'settle down' somewhere in it but because we used that in the Work In Progress a few months back we feel it would be unfair to regurgitate it here. Anyway, Simon Byron reviews this latest from Blue Byte. Okay?

Way back in about 1985 (or something like that, anyway), Activision released a piece of software for the Commodore 64 known to its friends as Little Computer People, because that's what it was called. It wasn't a game as such but more of a computer 'pet'. Every disk housed a unique individual whose traits were different to anyone else's and they all came with different names, their own personalities, a habitat and even a computerised dog.

When you loaded up LCP for the first time you'd see your newly-acquired pet person move into his little house with the excitement of a small child discovering a new play-area secretly hidden away at the back of the garden. By communicating via the keyboard you could instruct him to play a game of cards with you, write you a letter, feed himself, that kind of thing. And although in truth your LCP was about as pet-like as a pot of yoghurt, at least it was better than having a dog that crapped on your sofa all the time. And you didn't need to walk it.

Up until now the LCPs were the most charismatic computer beings ever to have been stored on floppy but their reign is all but over. The Settlers, you see, are thousands of such cute characters under your command living in their own unique and vaguely Medieval land. By instructing them to erect buildings and fortresses you can create a fully-working community which will hopefully conquer its neighbouring territories and overthrow any villagers who happen to be living there.

Starting with only a castle containing an almost inexhaustible supply of Settlers, you need to set routes to and from your stronghold, establish a productive farming and mining operation and thus maintain a sufficient supply of raw materials to satisfy your tiny blokes' increasing demand for tools and food.

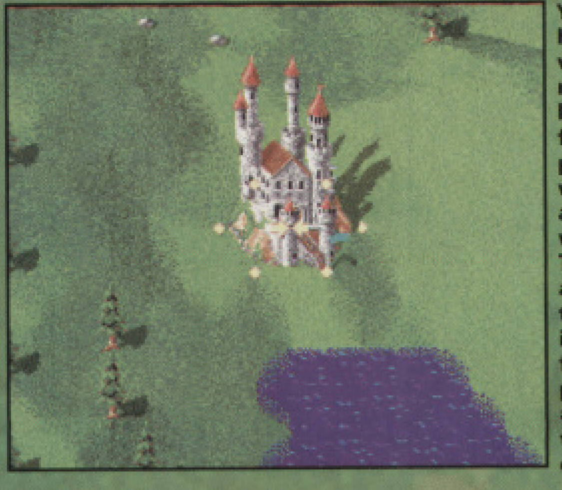
Yes, so it's a God game but, although you may think you've seen this thing a thousand times before, you ain't seen nothing yet. Really.

(Below)The tiny villagers aren't too keen to wander over grass (unless they're farmers, woodcutters, foresters or rock bashers) so it's important to lay down roads from all the various buildings so that the men can reach each location quickly and without getting their shoes too dirty. Flags are used to plot the layout of the walkways so by creating a number of flags and networking them together you can have a complicated road system. Now all you need to do is neglect it for a number of years and you can run for a place in local Government.





You can capture territory in one of two ways and the choice is entirely up to you. By erecting military buildings close to the border you extend your kingdom's boundaries, with any enemy structures affected by this bursting into flames. A far more constructive means of swallowing up your opponents land is to send in a group of knights to sort them out. Whenever you do this, a mini-fight takes place with each guard taking turns to swipe at each other. Win this skirmish and you'll control the enemy's fortress and your territory will be increased.



You begin the game with a huge map consisting of a variety of open plains, mountainous areas and lakes of differing sizes. The first thing you need to do i[s] place your castle in a spot where there are sufficient amounts of stone, wood, water and other minerals. These can then be mined and used to manufacture tools and assorted helpful items. Once you've opted for a spot, your territory's perimeter is mapped out b[y] a ring of coloured pegs an[d] the game can begin in earnest.

LERS



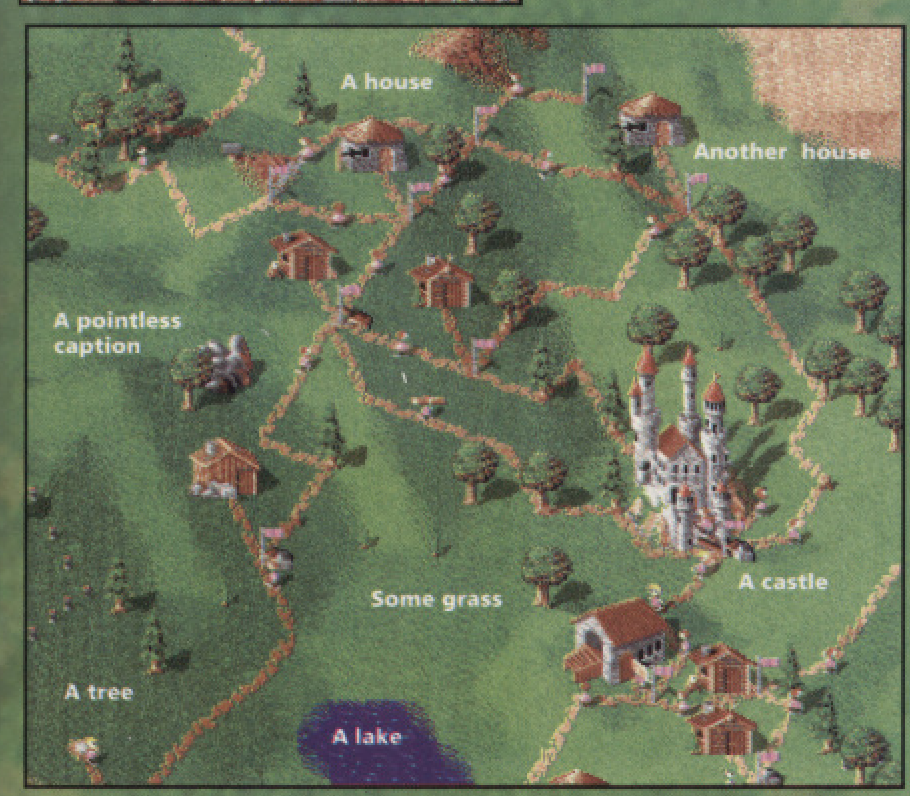
Most of the villagers gather supplies depending on their job descriptions but more valuable resources such as coal, gold, iron, etc, need to be mined. If you spend most of your time randomly setting up mines then you're likely to waste time and effort. However, professors can be dispatched to survey any hilly parts of the map, leaving 'tags' when they come across potentially rich mining areas.



The Settlers has a number of different modes of play. You can indulge in split-screen action against a mate, take part in a series levels or even play against up to four computer opponents. The amount of villagers each 'player' is allowed depends on how much free memory your Amiga has, with the more powerful machines permitting upwards of sixty-four thousand little sprites.



You can construct as many buildings as you like as long as you've enough wood and stone in stock to complete them. There are a number of different properties to erect varying from simple huts to huge barracks. Once you've decided to initiate their construction a bloke will trundle down to the proposed site and begin building. Once completed, another Settler will move in and begin his daily duties.



My community is positively thriving, as you can see. What you'll fail to notice from this static 'screeny', as we call them, is the range of wonderfully animated characters, from fishermen to labourers, who constantly wander around performing their jobs. You'll often find yourself forgetting about the game in progress and focussing on a specific individuals like the woodcutter who'll pick a tree, cut it down, proceed to chop it into little pieces at his hut and then cart the lumber back to your castle.

THE VERDICT

To put it succinctly, The Settlers is one of the most impressive games ever to have come out of Germany. Or anywhere else for that matter. It's been a while since I've played a strategy game for as long as I spent on The Settlers. I think that Dune 2 was the last 'serious' game I could whole-heartedly endorse and this is certainly on par with that. Of course, the game's main selling-point is the sheer character of the Settlers themselves. All the little bods meandering around are just brilliant and even though they're only a few pixels big, like the Lemmings, the amount of personality they display is breathtaking - it's definitely a game you fall in love with instantly (but I don't want to snog it or anything). The gameplay itself can't be faulted. As far as options and possibilities of building up your civilisation go you've got more than enough to keep you happy and there's hardly any opportunity to get bored. That said, the menu system is initially a bit over-complicated and although the programmers have tried their best to keep it as user-friendly as possible, it's a bit hard to get into. On-screen labelling of the building menu would have helped here. Some people in the office have remarked that there's not enough fighting to do (conditioned by Syndicate, perhaps) but in my eyes the balance is just right - for once I'm more than content to play a cute game with no blood. If you've played all your God games to death and are hungry for some more then The Settlers is much more satisfying than a truckload of Snickers. By the way, did I mentioned how brilliant the graphics are? (Yes. - Everybody.)

A500/600

Publisher: Blue Byte
Developer: In-house

£34.99 Out Now

Hard Disk installable

Mouse

Memory 512k | Disks 3

GRAPHICS	90%
SOUND	88%
PLAYABILITY	90%
LASTABILITY	92%
OVERALL	90%

A1200
CD32

Although not specifically enhanced, The Settlers does take advantage of the A1200's additional memory and tailors the graphics, sound effects and level sizes to fit. There are no definite plans for a CD32 version but I'm sure that if you pester Kompart enough then they'll consider it.

CANNON FODDER

We've been receiving disturbing reports of mass carnage, immense fire-power and much blood-letting being done in a very humorous manner. Matt Broughton, The One's very own war correspondent, reports from the front line.

"Go to your brother. Kill him with your gun. Leave him lying in his uniform. Dying in the sun."

I will place a ten pound bet with you, right now, that if you buy Cannon Fodder and hear the brilliant opening theme song you'll be humming it to yourself for the next two weeks at least. Those are the words above, just in case you have trouble making them out.

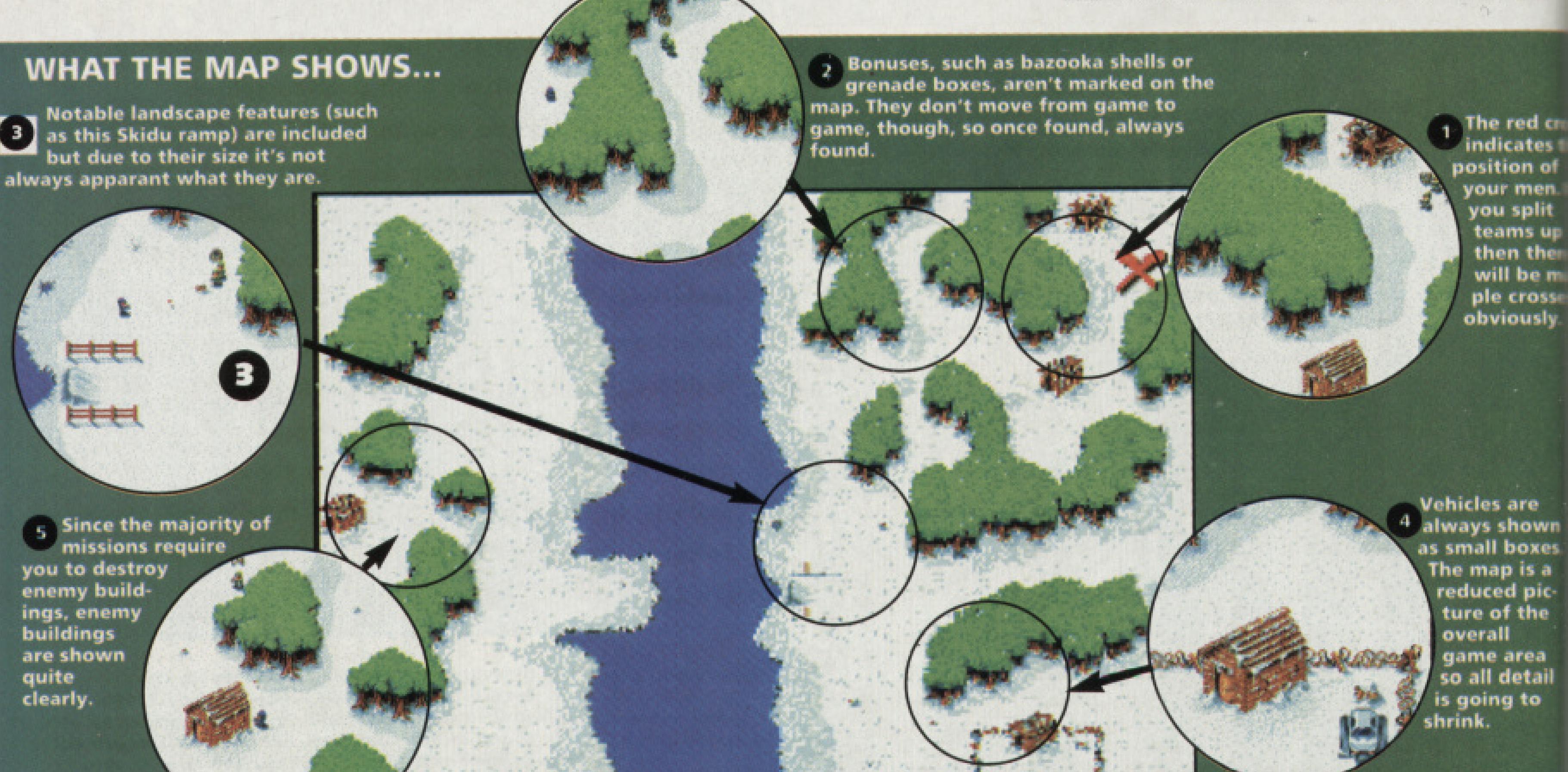
Cannon Fodder is the story of one man's struggle with another. A tale of war. Of heroes and villains. Of good and evil. Of one man's might and another man's ammo.

Actually it isn't. It's lots of men with guns shooting each other. Imagine you gave the Lemmings combat gear and put them in a jungle. That's Cannon Fodder. War with a sense of humour. There's no storyline - just take a small squad of men into each of the war zones and kill things, maim things and blow things up. Survive and you get promoted. Die and you get an unmarked cross on a hill somewhere. There's no glamour, no glory and, better still, no moral censor so there's plenty of blood (bang goes the Nintendo version, I suppose).

The carnage takes place over several locations, including jungles, arctic ice-packs, urban military bases and even English countryside. Take cover behind tractors, hide behind stately manors, kill that git Lovejoy.

Twenty-four missions await you, each split into several phases (that's seventy-two in total). Complete a mission and your current squad will earn promotions galore. Lose anyone and your stock supply of reserves will be called upon to carry on. Run out of reserves and it's game over. That's it.





WHAT THE MAP SHOWS...

1 The red cr indicates t position of your men. you split teams up then the will be m ple cross obviously.

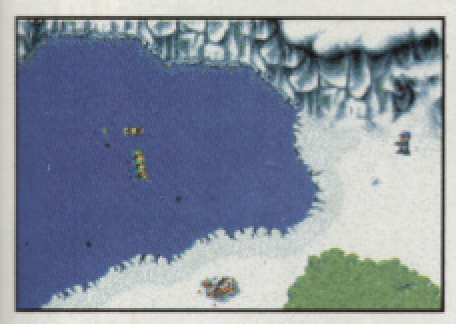
2 Bonuses, such as bazooka shells or grenade boxes, aren't marked on the map. They don't move from game to game, though, so once found, always found.

3 Notable landscape features (such as this Skidu ramp) are included but due to their size it's not always apparant what they are.

4 Vehicles are always shown as small boxes. The map is a reduced picture of the overall game area so all detail is going to shrink.

5 Since the majority of missions require you to destroy enemy buildings, enemy buildings are shown quite clearly.

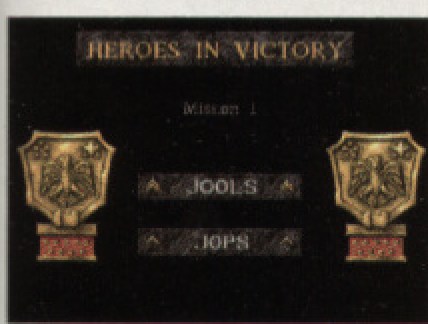
Apart from unlimited guns your team can find a good supply of grenades and bazookas to fire. Ranged weapons are used for destroying buildings and really tough bad guys, although by far the most satisfying use of a bazooka is to use it to put someone 'out of their misery'. You see, when you shoot someone, you don't always kill them. Heh, heh, heh...



Swimming is dangerous. Sometimes it's the only way to get from A to B but the trouble is, when in deep water you can't fire. The best way around this is to separate your team and use one or two men to provide 'covering fire' while the others wade across.



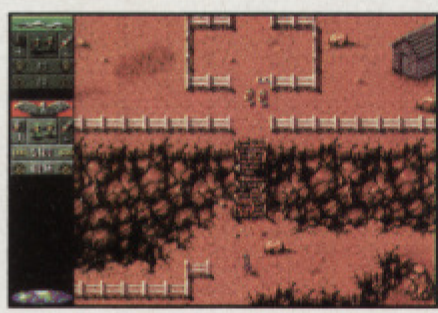
Different scenarios mean different challenges. Jungles can throw angry natives, spear traps and quicksand at you (not literally, obviously), while enemy bases are protected by unclimbable fences and heavy artillery. Oh, try and find the baby seals while in the Arctic levels. I'll let you decide what to do with them once you're there - but let's just say that Greenpeace wouldn't like it.



End a mission intact and whoever's left will earn their stripes. You also get a roll of honour at the end with the names of each man who bit the dust. A fallen hero also gets a gravestones on the reserves hill, marking his contribution to your noble campaign.



Vehicles come into play in the later stages of the game. Jeeps, tanks, skidus and helicopters all allow your team to cover greater distances faster and spread the bloodshed. Even better, you can use the ground-based vehicles to run bad guys over.



Strategy comes to the fore when you start splitting teams. All the weapons are split as evenly as possible when you divide, but if a separated member dies he takes whatever he was carrying with him. Fortunately, while you're controlling one team the computer takes care of the other, automatically fighting back if an enemy approaches. You can use this to set up all sorts of ambushes and the like.

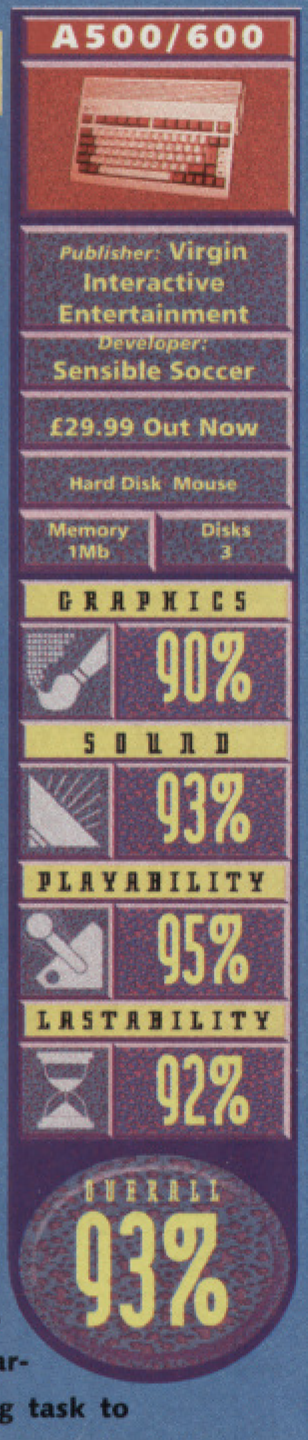


Your plucky band of heroes are about to embark on their odyssey of carnage. The controls are simple enough, left-clicks mean fire your gun towards the cursor, right-clicks mean walk. You can set up a movement path for your men by repeatedly clicking a number of 'waypoints' in quick succession.



After the successful completion of a mission you'll be awarded fifteen reserve soldiers, freshly recruited and ready for action. Each time you lose a man in action, he's replaced by one of your reserves. Lose them all and you're in trouble (I think he means it's 'game over' - Simon.)

THE VERDICT



Brilliance. Sheer, unadulterated brilliance. Cannon Fodder is quite simply one of the best strategy/action/shoot-'em-ups to appear for ages. See, it doesn't even fit into a normal category - always a good sign for a game. I must admit, when I first saw it I had thought to myself `Hmm, it's a bit easy isn't it?' Then the introductory levels ended and the real fun started and I haven't stopped playing since. Say what you like about the Sensi boys, but they can produce some damn fine games with some damn fine humour. Complete a level and all the men do little victory jumps or standing salutes (reminiscent of scoring a goal in SensiSoccer). Or take the score counter - Home and Away scores, home being your kills, away being theirs. Superb stuff. And let's not forget the actual game. To look at it you'd think it was just a simple running around shooting affair, but don't be fooled. Just because you're controlling cartoon soldiers, it's still a brain-taxing task to plan out some decent strategic offensives. Something as simple as splitting your team up suddenly adds untold dimensions to the game, using one pair to distract a bazooka-carrying enemy while the other sneaks up behind him. There are a few faults... well all right, there aren't but I had to put that line in just to keep my status as objective journalist. Uh, the music doesn't go on long enough. Um, I'd have liked a couple more weapons to play with. Oh lets just forget it. I can't find anything wrong with it (some of you may complain about the blood but I doubt they'll be many). Cannon Fodder is simply brilliant Like the intro song says - War, it's never been so much fun.



There's good news and bad news. The good news is that you lucky A1200 owners will probably be getting a souped-up version of Cannon Fodder, although the enhancements are still being decided upon. The bad news is that you not-so lucky CD32 owners won't be getting a souped-up version. Soz.

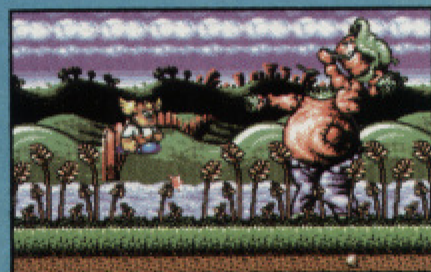
WONDER DOG

Woof-woof, bark-bark, yap-yap, etc, etc. Look, it's Simon Byron making daft noises as he checks out Core's visually impressive platform game.

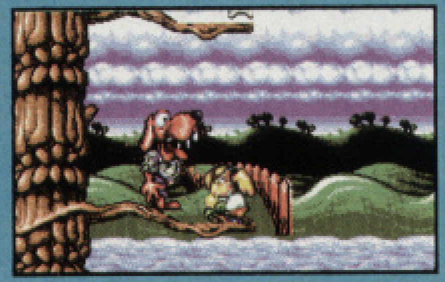
No, no, no! Core have missed out on a potentially brilliant and revolutionary form of computer entertainment with their latest release. If you're going to do a game based around a dog then why not have it cock its leg every few paces and deposit a lump of semi-digested Pedigree Chum somewhere where you're likely to tread in it? And as a bonus level you could have a Track And Field-style waggling frenzy where you have to make the canine lick his private parts clean within a time limit. It would be great fun, I reckon.

Sadly, none of these brill features can be found in Wonder Dog, the first Mega CD game to be converted to the Amiga. Plot-wise it's pretty ludicrous, so I'll not dwell for too long on it. The action centres around the heroic pup of the title as he attempts to journey through a number of levels (each spilt into smaller and more manageable 'zones'), bashing in General Von Ruffbone's dog troopers who are currently causing havoc throughout the known doggy world. Got that? Good.

And this dog truly is a wonder. He can run, skid through tiny gaps, leap kangaroo-like into the blue yonder, dig holes to reveal hidden paths, and even chuck a deadly star or two.



Wonder Dog has a few end-of-level bosses sprinkled liberally throughout the game. These don't present too much of a problem and can be dealt with using the method of attack. They are very big, though.



Wonder Dog's only weapons are his trusty stars which he can dispatch with a simple press of the fire button. There are four strengths of throw, each of which affect the distance and bounce of the projectiles.

There are bonuses galore to sweep up on his travels through weird and wonderful places such as Planet Weird, Planet Foggia and K9, to name but three of the seven levels. But how has it survived the conversion process? Let's find out.



There are about fifty squillion secret bonus rooms to be located which contain, amongst other things, er, bones. Which makes them bone-us rooms, I suppose. Anyway, if you collect 100 bones you'll be rewarded with an extra life, which can't be sniffed at. Unless you're a dog, of course. Which you are.

THE VERDICT

Okay, Wonder Dog is nothing new. The only revolutionary thing about it is that you can't kill the baddies by jumping on their heads, which has to be something of an innovation for a platform game these days. So why has it been rated so highly? Well, for starters it's supremely playable. The inertia may be a bit enthusiastic at first but once you've found your feet you'll be a-rompin' and a-stompin' all over the place. All the main characters are large, colourful and really well animated - so much so that it's a shame to get rid of the livelier-looking baddies - and the background and foreground graphics are bright and jolly. The music, too, is blummin' funky and drives the game along nicely. What's also good is that the cutesy creatures really do change between zones, with some completely nutty alien-types putting in an appearance towards the end of the game. The star-throwing system works surprisingly well. Because you can only chuck one or two around at any time you have to take things fairly slowly, making the game a damn sight more taxing to play than many other platformers - you certainly can't race through Wonder Dog if you hope to do well. There are a few annoying points, however. Some of the levels feature too many 'blind' jumps, which are always a problem - some form of 'peek down' facility like in Global Gladiators would have helped here - and a number of the platforms leading up to the bonuses are a bit too small which, when coupled with the inertia, can make for a frustrating time. Wonder Dog certainly won't make your eyes pop out or your brain explode but it's well-programmed and fun to play, which is more than all right in my book.

A500/600

Publisher: Core Design
Developer: In-house

£25.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS	89%
SOUND	86%
PLAYABILITY	85%
LASTABILITY	80%
OVERALL	84%

A1200 / CD32

No A1200 or CD32 version planned. Which says something when you consider that this is a near-identical version of a Mega CD game - on an standard Amiga! Tsch, those consoles - don't they make you mad?

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LIBERATION: CAPTIVE 2

Well it's taken some time, but at long last the game CD32 owners have been crying out for has finally arrived. And according to Simon Byron, Mindscape have come up with a winner.

So many things to chat about, so little space. Liberation is so huge we could devote an entire issue to it and still only scratch its surface. Let's just cut the usual guff and dive straight into its plot and stuff like that.

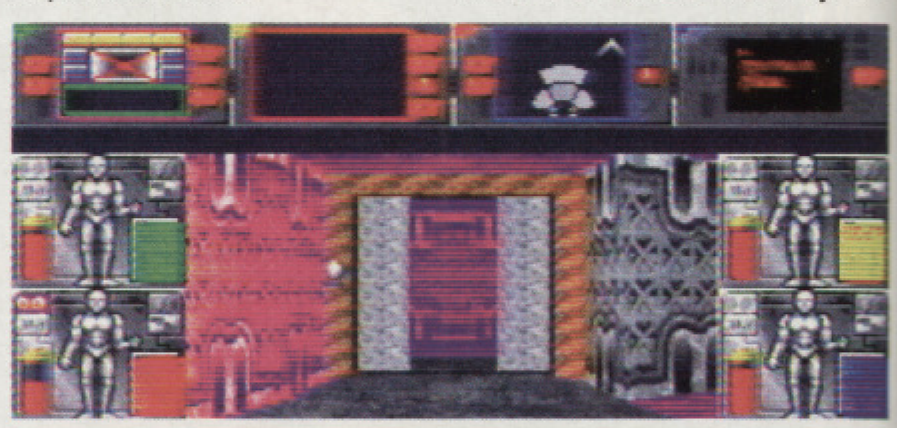
The game is, if you haven't guessed from its sub-title, the sequel to Tony Crowther's Captive. Trill, the original captive, has finally been freed from his wrongful conviction and is adjusting to life on the outside when he comes across some disturbing news on the telly. It appears that there are thousands more innocent people who have been framed for murders they didn't commit - the perpetrators of the crimes being security droids who have a tendency to malfunction during the many magnetic storms that pepper the 27th Century.

Being a man of conscience, Trill sends his four trusty droids into the hostile environment of the real world in an attempt to uncover the corruption within the Security Forces. And this is where you come in. By directing the quartet from your base, you must interrogate the populace and gain enough evidence to prove to the Emperor that his police force are guilty of terrible misdemeanours. Then, and only then, will society be one step closer to becoming a safer and corruption-free place.

What's so interesting about Liberation is that it originally started off as a floppy-based game. After the announcement of the CD32, Tony Lazzerini, the game's producer, decided that this would be an ideal opportunity to utilise the capabilities of the world's first 32-bit games machine. So unlike something like Microcosm, where flashy animations and CD-quality music spice up what would otherwise be a very simplistic shoot-'em-up, Liberation manages to bond together both gameplay and technical impressiveness. Which is a good thing in my book.

Liberation features 4000 completely separate missions, although the end-game sequence is shown after every captive's successful release. The missions themselves vary slightly from game to game - in level one, for example, you'll always be attempting to rescue the same person but the computer-controlled characters will move around freely and even their 'moods' will change, meaning that some will be far more helpful than others.

What you get here, then, is a fully-functioning city, with random events happening all the time - there are so many variables even the programmers can't tell you how to complete it. You're given total freedom to wander where you like, making this the first game to accurately simulate life in the future. But is it any fun?



Access to some of the more important rooms is prevented by locked doors. Key cards can be found dotted all over the place but you need one with the same number as the lock before the door will be operational. However, this isn't as bad as it sounds because you'll often discover the corresponding key cards relatively nearby.



There are about 50 different weapons you can collect along the way. What's good about these is that they are used for different things - some get past metal detectors, others can be concealed in your hand. Just to make things interesting, most weapons also hold different sorts of ammo so you can improve a weapon's destructiveness by buying or finding better ammo. You can also buy skill chips which improve your aiming.

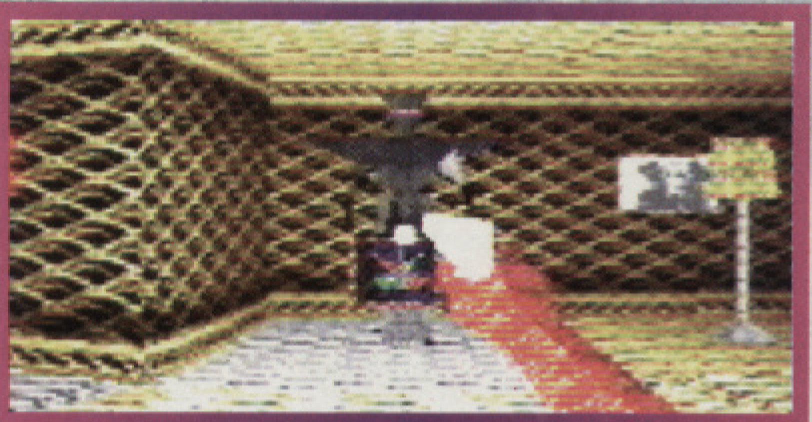
Up until now, Psygnosis held the award for the best intros but Liberation leaps straight into the number one spot with this excellent atmosphere-building animation. It's not full motion video or anything like that (and to be honest it's not what you'd expect a CD-based intro to look like), but it's long (about six or seven minutes in total) and, much more importantly, really makes you eager to play the game. The use of music and speech to enhance the game's film-like appearance is absolutely brilliant. Buy the game and you'll see.







Chatting to the inhabitants of the futuristic city is the best means of obtaining vital information. There are roughly 150 different people 'types' in the game. Each has his or her own 'mood' which will change randomly or can be affected by your own actions. Most conversations are actually spoken - there's over six hours of digitised speech on the CD - although the details which are randomly generated or change from level to level (like the Captive's name or the time of day) appear only as text messages in the box to the left.



All hostile characters (i.e. the police and anyone you upset enough) are always trying to track you down. They start off in random locations and attempt to find you but they still have to walk around the streets like everyone else. Several things alert the police more quickly - firing weapons indoors, killing another copper, using powerpoints (they monitor these!), getting a computer password wrong and then hacking into the system (they monitor computers, too!), breaking into a bank... and so on.

Each droid has a certain amount of space in his inventory. Every in-game object has a specific size and shape so you have to constantly rearrange your storage facility to get the best use out of it. The four slots at the very top of the screen indicate what particular facility you have attached to each droid's head (things like scanners, mappers, that kind of thing) and you can swap these around as you see fit. You can also save the game from here, either to the RAM disk or to the CD32's own memory slot.



The graphics have changed since the Work In Progress we did earlier on in the year, with the most obvious difference being the use of texture mapping. As you trundle around the city, the view in the main window changes to reflect your actions. It's not amazingly smooth - each step is shown using two 'frames' - but it's relatively fast and certainly more than adequate.

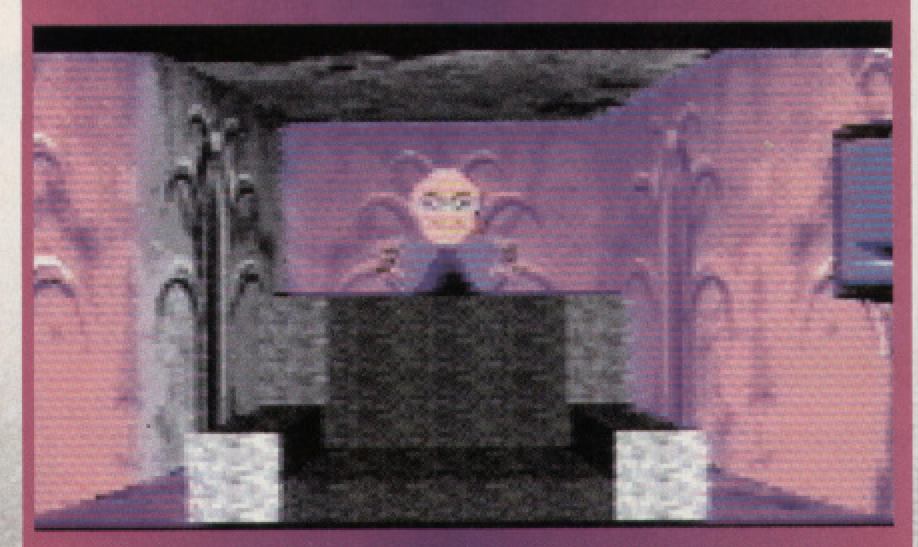
Your four droids have individual health statistics. Obviously, the two at the front of your little group are likely to sustain more damage during combat (although you can repair them if you find someone to do it for you) and the game is over when all four have been reduced to a pile of scrap metal. If this happens then you'll be treated to this little game over sequence depicting the security corporation locating your base and blasting you with their special freeze gun, encasing you in ice for the rest of eternity.



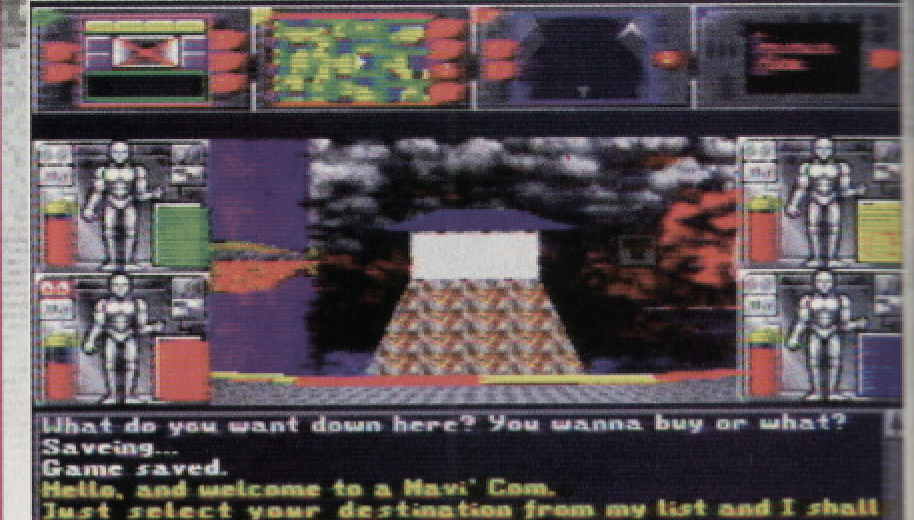
The middle level consists of a network of roads which you can wander around to your heart's content. You have to be watch out for the numerous cars, though. They won't hesitate in running you over, sending you plummeting off the raised platform, down towards the seedier lower level. If this wasn't bad enough, you'll also lose a few health points in the process. The only warning they do give is a harsh 'beep' if they wantyou toget out of the way. Much like London's drivers, really.



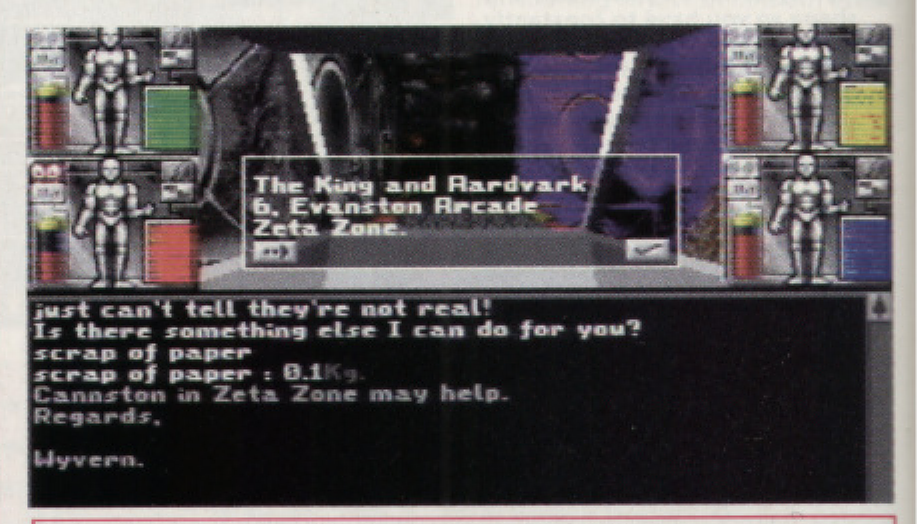
Although you're not given total freedom to scan around the various locations (you can only move the display in 'chunks', you see) it is possible to raise your viewpoint slightly by moving the cursor slightly above the centre of the screen and pressing the mouse button. From here you can look to the either side or even at the ceiling and although I've yet to come across a situation necessitating the use of this feature, it's all very attractive nonetheless.



Liberation is most definitely an adult-orientated game. It contains what may be considered as strong language (it doesn't feature the 'F' word - whatever that is - but you do come across the word for which the magazine equivalent would be 'ass', as well as the abbreviation for 'Richard' coupled with head.). Most characters will only abuse you like that if you've messed them around or offended them in any way, although some people are just born rude.



These navigational computers can be found all over the city and will direct you to any location nearby once you've let them know which place you're after. The only drawback here is that it's often hard to follow their instructions, especially if you take just one wrong turning, so it's best to take your time when making your way to your preferred destination. Slowly, slowly, catchy monkey, etc.

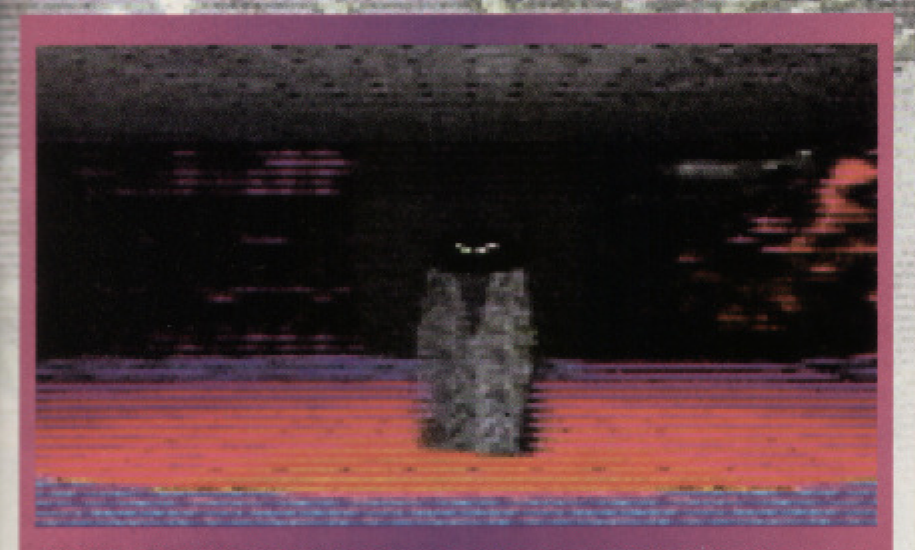


If you can find a cab then it's best to hop in - they're by far the best way of travelling from place to place. Just make sure some helpful person has programmed your mapper otherwise the unmanned taxi won't be able to whisk you to your destination. There's no messing around here - just sit back and enjoy the ride.



The Policemen and women aren't your only threat. High above street level, these flying vehicles patrol the walkways and won't hesitate to fire upon you if they suspect you're up to no good. These vehicles aren't easy to get rid off so the best policy if you're ever fired upon by one of these is to get the hell out before they do too much damage.





The lower level is full of shady-types who are only interested in selling you dodgy gear. These sewers are rough and dangerous places and it's best not to get stopped by any patrolling police officers just in case they start asking awkward questions. They'll not hesitate in doing you for loitering with intent.



You can alter each droid's set-up by equipping them with a variety of objects. You can remove individual limbs, replace their weapons with newly-acquired ones and even take off their heads and send them to sleep - useful for when you need to enter a pub that has strict opening hours (the game is played in real-time: an hour of game-time will take an hour to play).



One excellent feature of the game is the way it stores all information in a handy database thingy. It's possible to cycle through every individual message you're given by clicking on the two arrows to the right of the text box (much like the way you scroll through directories in Workbench). Your mission objective can be recalled at any time so if you get a bit confused you can always recap with relative ease.

THE VERDICT

Thank God - a game that finally does the CD32 justice. The simple fact of the matter is that Liberation is quite possibly the best game I've ever played - it's so good it makes Frontier look like a PD text adventure. Right from the rousing intro you'll be completely hooked and, for once, the actual gameplay exceeds even the front-end. Unlike most CD games which are all animations and no trousers, Liberation is a finely tuned beast with the capabilities of the CD32 complimenting the game rather than hindering it by sticking animations in preference to actual gameplay. Perhaps the best thing about the game is that there's no right or wrong way to solve each level. Once you've managed to suss out how the control method works (which in all honesty isn't the most user-friendly system I've ever seen - prepare to spend at least an hour familiarising yourself with it) it's completely up to you how you forge your destiny, and it's this freedom which makes the game so damn absorbing. Although the total of 4000 missions sounds like a daunting task, the way each is split into manageable chunks makes your overall goal slightly more obtainable, although it's unlikely that you'll ever reach the very end of the game - not because Liberation is in any way boring, but because it will take more than the average lifetime to play through. I'm finding it very difficult to fault the game. The conversations are occasionally grammatically inacurate, which is intentional, I know (29th Century street-slang, or something), and can initially be a bit off-putting, but this is just a minor thing and nothing too much to stomach (a moan for the sake of it, really). This is CD entertainment as it should be and if any game is worth buying the CD32 for, Liberation is it.

CD32

Publisher: Mindscape
Developer: Byte Engineers

£34.99 Out Now

N/A

Joypad/Mouse

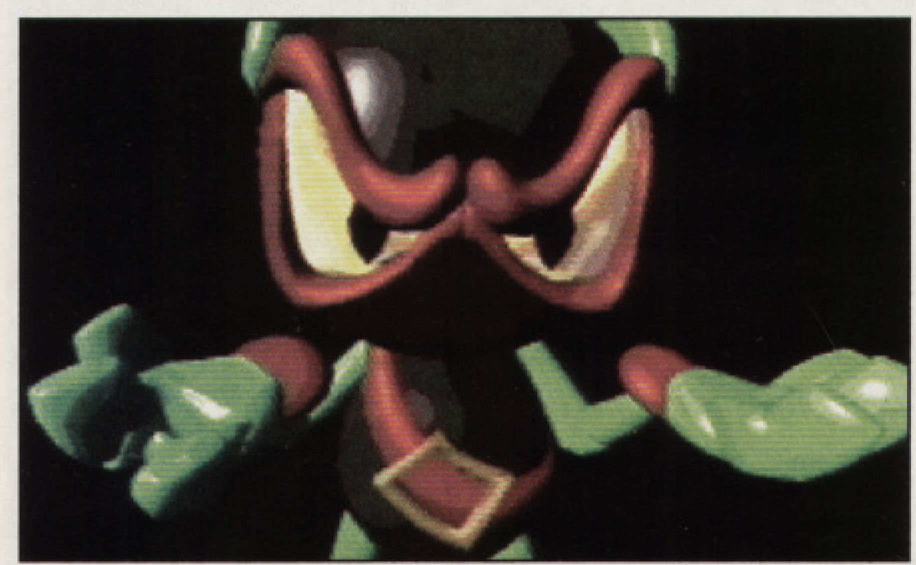
Memory	Disks
2Mb	1 (CD)

Rating	Score
GRAPHICS	88%
SOUND	93%
PLAYABILITY	89%
LASTABILITY	95%
OVERALL	94%

A500/600 **A1200** The good-ish news is that there will be an A1200 version, albeit with much less sampled speech and ordinary computer-generated music as opposed to a full CD-quality soundtrack. There may be an A500/600 version but you'd need to have at least 1.5Mb to run it and the detail level would have to be drastically reduced.

UPDATES...UPDATES...

Once again it's been a fairly active month on the Update side of things, with more products becoming available for the A1200 and CD32. Just for tradition's sake, Matt Broughton reports live from New York.



ZOOL CD32
Gremlin £25.99

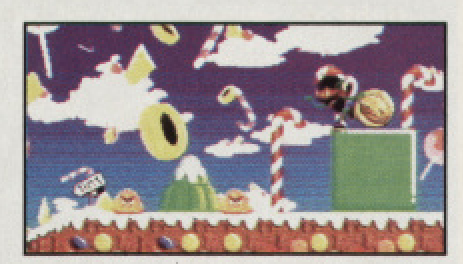
You've got to be joking - do you really think I need to spend any time telling people who Zool is and what he does? Oh, Okay.

Zool first appeared in October '92 against a backdrop of Sonic/Mario-inspired marketing, meaning that not only were you able to buy the game, but you could also wear the pyjamas, own the cuddly toy, and eat the sausages. Probably.

In console-rivalling fashion, Zool runs, spins and grins (that last bit's a lie) his way across a number of themed worlds, taking on musical instruments, sweets and toys to name but a few, with platforms aplenty and power-ups and collectible lovelies covering just about every visible surface.



The A1200-specific version sported an impressive background that swamped the senses with billions and billions of colours and smooth, rich tobacco). So anyway, I hear you ask, what does this super-enhanced version do to utilise the power of the CD32? Well actually I don't know cause I can't get hold of a machine, but I'll let you know. Cheers. Bye.



Hi, I'm back and yes, I have just been playing Zool CD32. As you might expect, the music is now performed in super CD style, but you'll also need to prepare yourself to be amazed by high quality rendered 3D graphics as Zool springs to life inside your machine.

An entire extra world has also been added - Desert Island world - complete with nasty cactus etc, but other than that the main bulk of the game runs exactly the same as the A1200 version did.

I'm not a huge Zool fan but I can see that as far as Amiga platform games go, this is one of the best.But just don't expect a huge difference between the A1200 offering.

OVERALL: 82%



SLEEPWALKER
Ocean £29.99

We originally looked at this back in February and then Updated it again in March, so what do I have to tell you here? Well, not a lot, really. CD sound has entered the arena, but other than that, you're not gonna get a lot for your money.

In case you don't remember the game, here's a quick recap: a young lad named Lee has risen in the night and wandered off for a sleepwalk around a number of different danger zones. As his faithful dog, Ralph, you must guide Lee through each of the levels by kicking him up onto higher and safer walkways, offering yourself as a bridge between gaps, as well as loads of other sacrificial acts of selflessness.

Each of the zones has set terrors to overcome - the city has sewers and club bouncers, the zoo has tons of animals, the graveyard has ghosts, that kind of thing - and each level is completely huge.

I actually find this game incredibly annoying because it's so unforgiving, and in general the mistakes you make are through the character control rather than any strategic failure on your part.

As far as being a CD game goes, I don't really think that this can pretend to be one - the graphics and gameplay are identical to the A1200 version and in honesty the only thing that reminds you that you're playing on a CD32 is the music and the stunning demo of Inferno at the beginning of the disk!



The game has aged quite badly in the space of eight months, and I think we were a bit too kind to it in the first place. Sorry, but it's time to wake up and open your eyes.

OVERALL: 77%

PINBALL FANTASIES AGA
21st Century Entertainment £TBA

I imagine that we'll get used to seeing the same game three times in The One, as games are updated first to A1200 and then onto the CD32, but this is a bit of a turn around. We looked at Pinball Fantasies on the CD32 back in September and here it is in all its shining VGA-ness for the A1200.

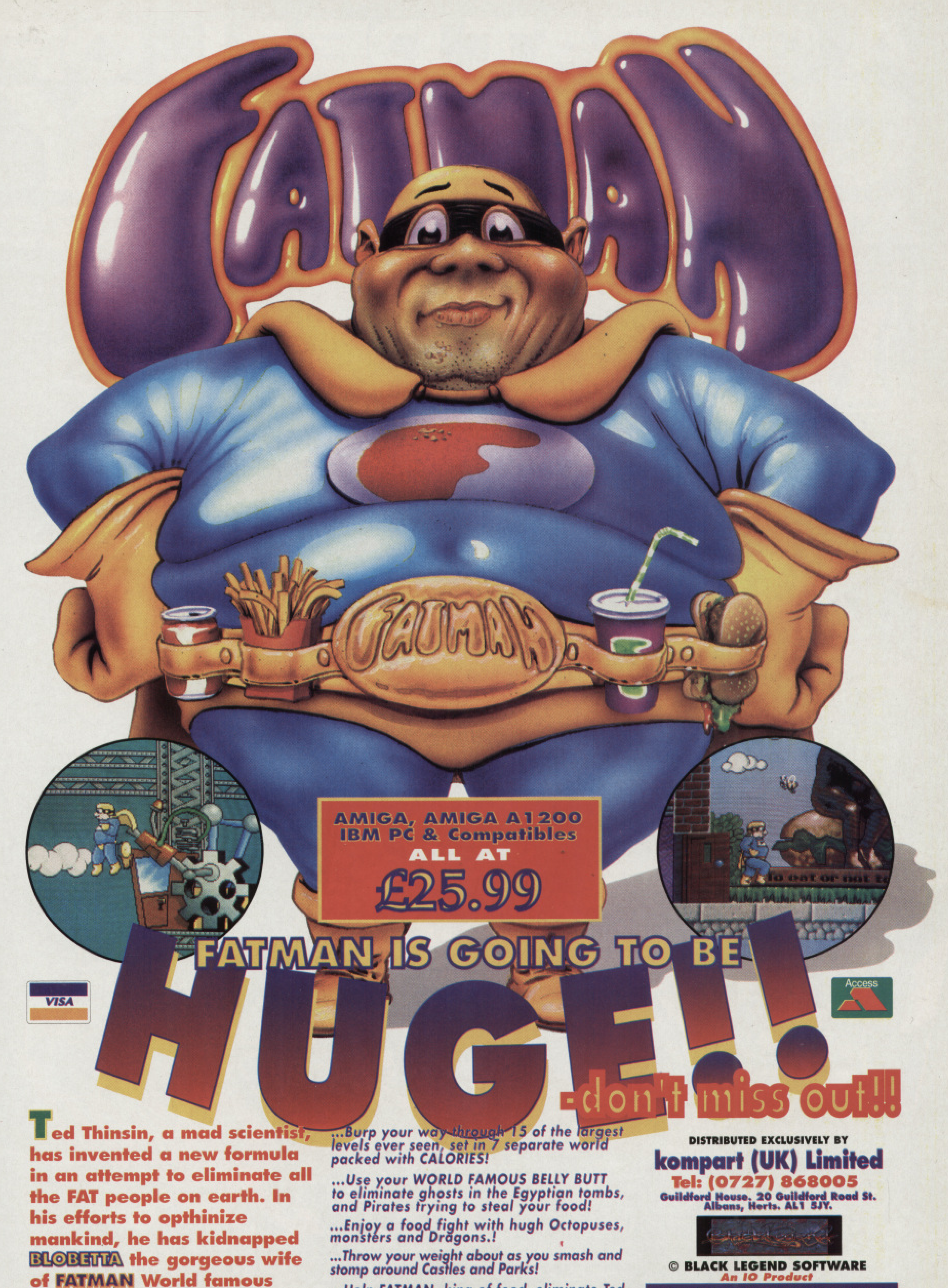
As you're probably aware, PF offers the player a choice of four tables, each with a different theme, and each with a different layout. Features are activated by completing words around the table, opening gates to previously inaccessible ramps and areas. Score as much as you can, and er... that's about as descriptive as you can get about pinball!

I'm particularly fond of this game as it's the one I wrote a sample review of to get my job here, and as tempting as it was to just copy that out, I resisted! The new graphics don't add a hell of a lot in honesty, and the ball moves just as super-realistically as it has done on all the other version. If anything, I actually prefer it without the extra colours as it's a little bit kinder to the eye, but I know that A1200 owners love anything that shows off their kit a bit to its full!



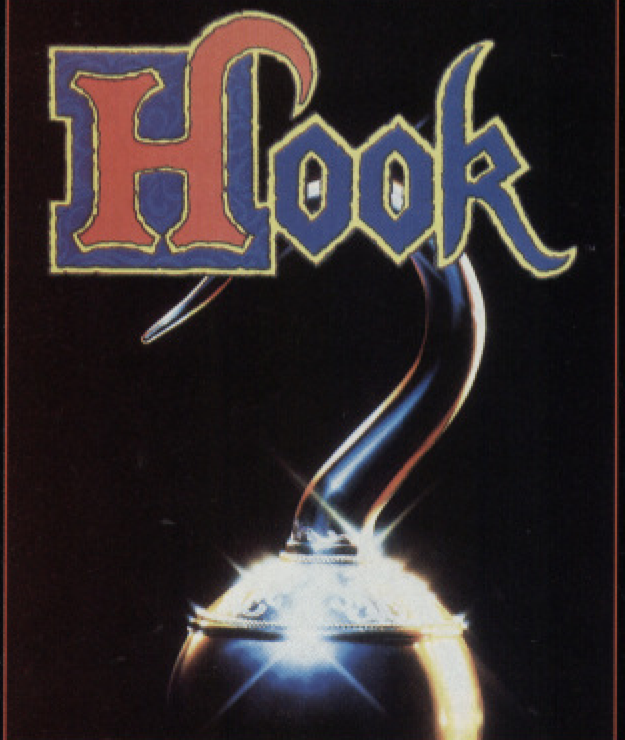
This is till the supreme Amiga pinball game as far as The One's concerned - you only have to see how long we spend playing on the CD32 version at lunchtimes for conformation of this, but probably only worth spending extra cash on if you don't already own it as the extra colours aren't really worth any extra cash.

OVERALL: 89%



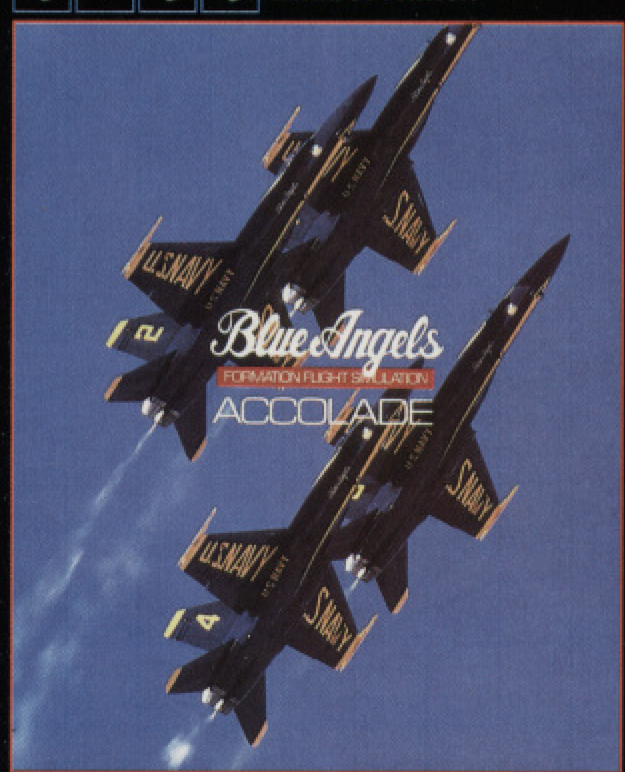
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...Enjoy a food fight with hugh Octopuses, monsters and Dragons.!
...Throw your weight about as you smash and stomp around Castles and Parks!
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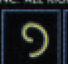


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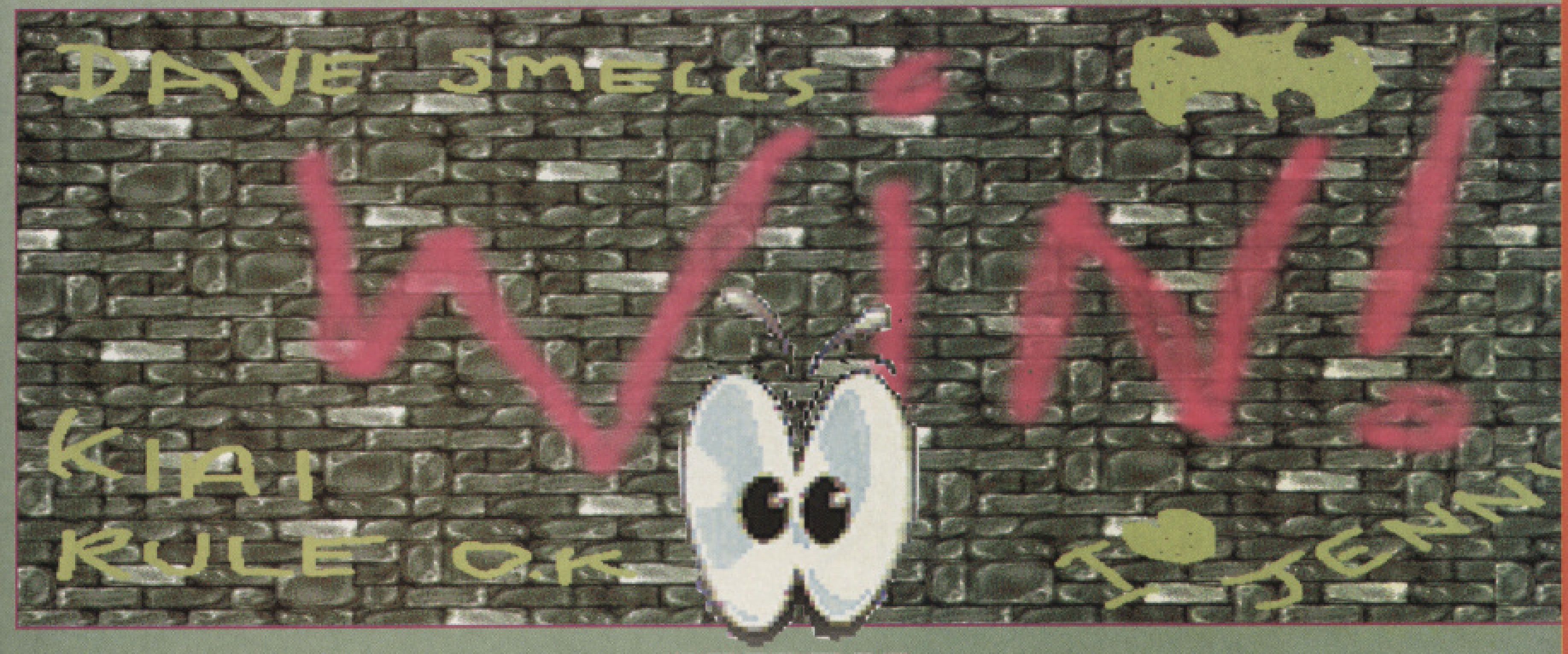


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WIN! A DAY AT ALTON TOWERS!

PLUS! 5 copies of Globdule for the runners-up! All courtesy of Psygnosis

You wouldn't think that a squelchy blob of pink mucus would make an interesting platform hero, but the fact of the matter is that Psygnosis's rather smart new game has kept us here at The One occupied for well over thirty seconds, which is quite a task considering the amount of great games we get to play. For free.

Yes, working on a magazine is a lot easier than it looks. Simon's spent the past day with his feet on his desk, barking out orders to anyone foolish enough to pass by our little corner, regardless of whether he knows them or not. Matt's been in the pub all afternoon, checking out the jukebox for inspirational sounds (did you know he's in a rock 'band'?) and has just this minute stumbled into the office declaring that he, "really loves you, mate," to any male before challenging them to a spot of wrestling. Life is, as they say, a breeze.

When we're not simply being great we often spend time playing Globdule. Which is also great. Have I already mentioned that? Oh, sorry.

I'll tell you something else which is really great: Alton Towers. We like Alton Towers - especially the lickle ickle puppets that have conversations with you as you traverse the acres and acres of wonderful gardens. And we love all the rides - the Black Hole 2 is particularly, er, great. You really should go there, you know.

But do you know the greatest thing of them all? Psygnosis, that's what. Unbelievable as it is, they're even greater than us and Globdule put together. Which is unbelievable, really. And great. Oh God, I'm cracking up. Muuuummmmmmmmm!

QUICK, GET THIS MAN TO A HOSPITAL

Hello. I'm the voice you hear inside your head whenever you read anything. You aren't actually reading this bit at all - I've tapped into your brain and I'm transmitting this message telepathically. Scary isn't it? I'm here because the above joke has run out of steam and the author of this work can't get himself out of it. Pathetic, isn't it?

But let's talk about the reason you're here. Psygnosis are offering one lucky reader the chance of a lifetime - win this competition and they'll provide you with a family ticket to Alton Towers, the UK's premier entertainment park. You'll be able to go any time during 1994 (as long as the place is open, that is), and it will be great, I expect.

Five oh-so-lucky runners up will each receive a copy of Globdule for their troubles, and you can't grumble at that.



So what do you have to do? Just answer the questions below, slap the answers on a postcard and mail it to: Great Compo, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU, to arrive here by no later than 28th February 1994. Okay?

THE QUESTIONS

1) Who kept exclaiming "Great Scott!" during the Back to the Future trilogy?

(a) Christopher Lloyd
(b) Michael J Fox
(c) That attractive girl from out of Baywatch

2) Complete the title of a well-known historical figure. Alexandra the...?

(a) Alexander
(b) Great
(c) Psygnosis

3) Globdule (which scored an impressive 82% this issue, fact fans) is...?

(a) Pink
(b) Great
(c) Both of the above

REPLAYS!

Core Design Blimey! The Derby-based publishers have made an impressive budget debut with quite literally three re-releases for your delight. Join Simon Byron and Matt Broughton as they guide you through those and the rest of the month's golden oldies.

INDIANAPOLIS 500

Hit Squad Platinum Edition

£12.99

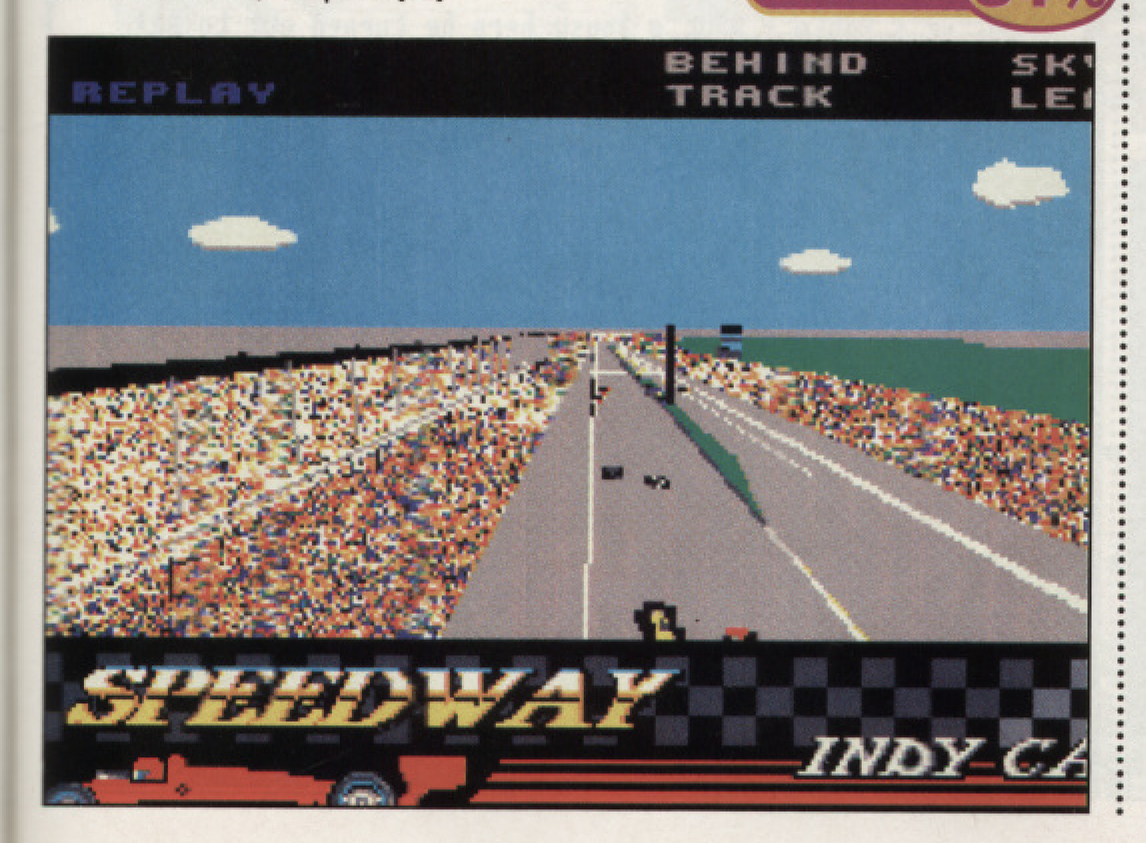
Blimey, is it really two years since Indianapolis 500 was released? It only seems like yesterday - probably because the game still seems every bit as fresh. Converted from the even older PC original, Indy 500 is a breath-taking racer which offers you the chance to whizz around the world famous Indianapolis track at great speeds in an attempt to be first past the winning post.

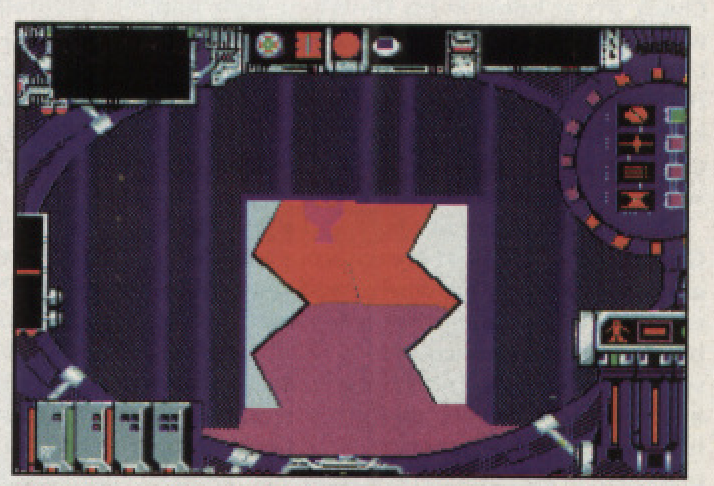
Every aspect of car racing has been incorporated - from altering your car's tyres, anti-roll bars and shock absorbers to the actual tuning of the engine - and these combine to create a polygon-based racer only second past the post to Geoff Crammond's Grand Prix Simulator.

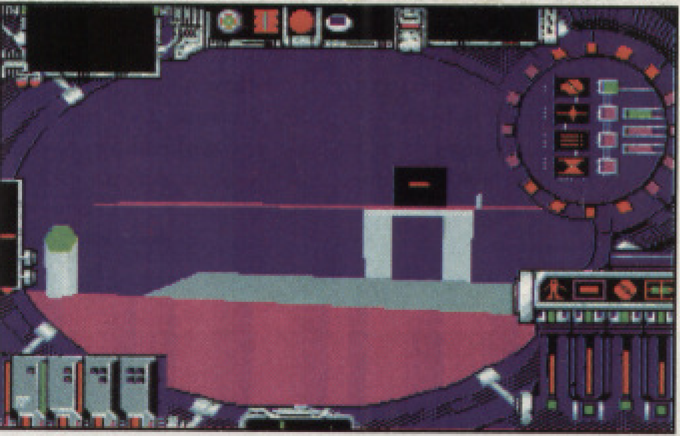
If there's one gripe which can be levelled at Indy, though, it's that the car is a little too over-responsive for my liking. Granted, an option has been included to reduce oversteering but, even so, turning some of the tighter corners often results in an unavoidable crash - which brings us rather nicely to the Indy Race Cam option! You see, the main reason Indy was so popular first time round is that it has an absolutely brilliant multi-view system which allows you to watch those spectacular crashes over and over again! Yes, it's sick, but there's no doubting that watching your car flip over and fall to pieces from directly behind, from above, and from the leader's point of view is extremely satisfying.

Obviously, Grand Prix Simulator is now the benchmark by which all racers are judged and, when compared, Indy 500 does look a little dated. But even so, this a perfect complement to the Crammond game and well worth a shufti at its new, low price. [SB]

OVERALL 84%







CYBERCON 3

Kixx XL

£12.99

You know that a game hasn't got a lot going for it when the company releasing it boasts that it uses round edges in its polygon environment! 'Golly', think the masses, 'I bet that improves the gameplay tenfold.' Then again...

Yep, having sold in excess of a dozen copies first time round, the Kixx XL machine finally gets round to regurgitating The Assembly Line's VR-inspired 3Der. Actually, I'm being a little unfair here because, even though it didn't exactly sell in droves, Cybercon was one of the better polygon-based games available at the time - and certainly more fun than the tedious Freescape series.

The plot tells of a defence computer which has become self aware and is holding the world to ransom. Clad in a special armoured suit, the player has been left to enter the building where the computer is housed and destroy it before it causes too much grief. What follows is a slow, but fairly engrossing arcade/adventure as you pick up and use a series of objects to solve a series of puzzles. In addition, the computer has set up a massive defence network of gun turrets and these, too, need to be taken out.

If Cybercon 3 has a fault it lies in its lack of originality. Two years after its release things haven't really progressed in terms of 3D interaction, but the number available means this could be overlooked again. It's polished and, whilst it won't set your pulse racing, quite playable, too - and it's got round edges within its polygon-based landscape! [MB]

OVERALL 78%



CHUCK ROCK

Corkers

£9.99

Unga-bunga! After eighteen months on the full-price circuit, Chuck Rock and his infamous belly bump are back battling the evil Gary Gritter in this welcome re-release. As Chuck sits at home in his Flintstone-style pad, his devoted wife, Orphelia, is out in the garden putting out the washing. Little does she know, however, that Chuck's arch enemy, the aforementioned Gritter, is lurking in the bushes ready to kidnap her. Thus, as a rather smart cartoon intro concludes, Chuck is left to traverse the game's many platform-laden worlds in search of his true love.

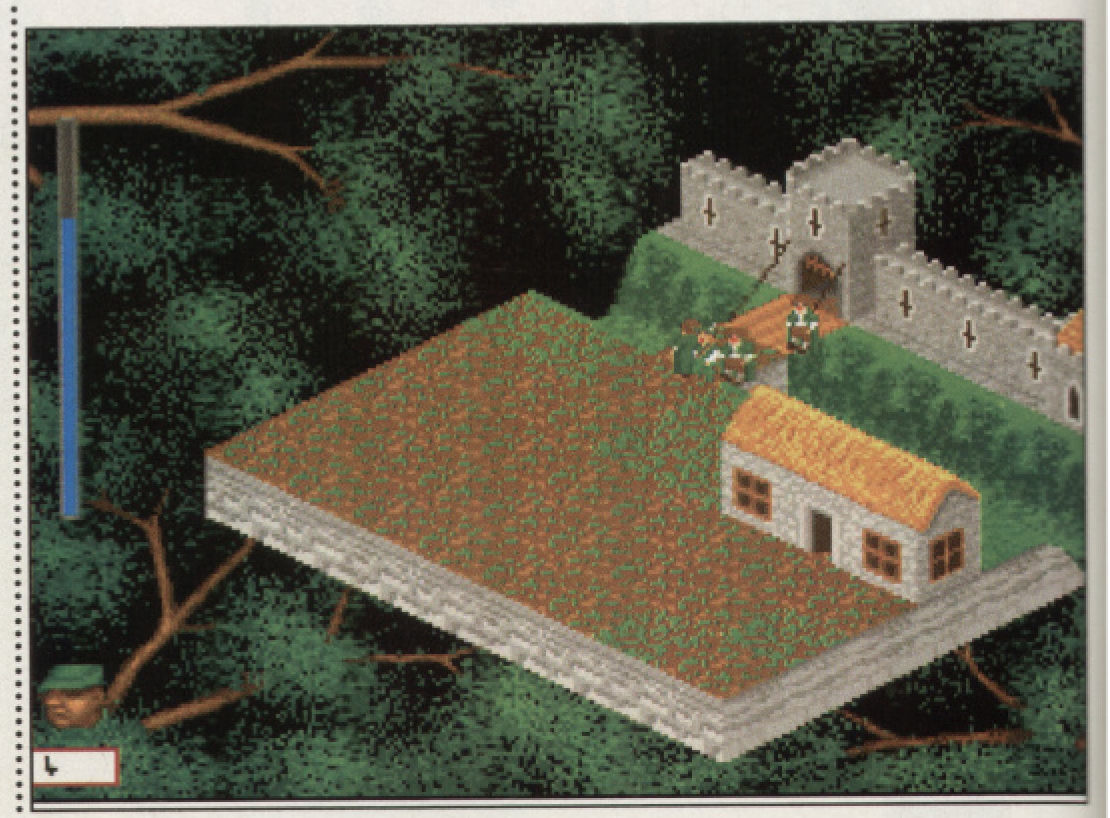
Standing between our hero and a final confrontation with Gritter are a series of treacherous stages - including the almost obligatory ice worlds and mud mine scenes - each containing more prehistoric problems than Sam Neill and his band of sickly kids encountered in Jurassic Park. Pterodactyls swoop from above, Triceratops stampede towards our hero, and numerous snakes and primitives also attempt to sap his already-limited energy. Thankfully, Chuck is far from unarmed. In addition to his splendid jumping abilities, Chuck can also defend himself with a well-timed swing of his beer gut - although this can often prove a little hit or miss.

Although it can be frustrating at times, Chuck Rock is a tasty platformer. It features loads of visual gags within its many platform stages and in terms of graphical appearance it's still up there with the best. Well worth a rerun. [SB]









THE ADVENTURES OF ROBIN HOOD

Kixx XL

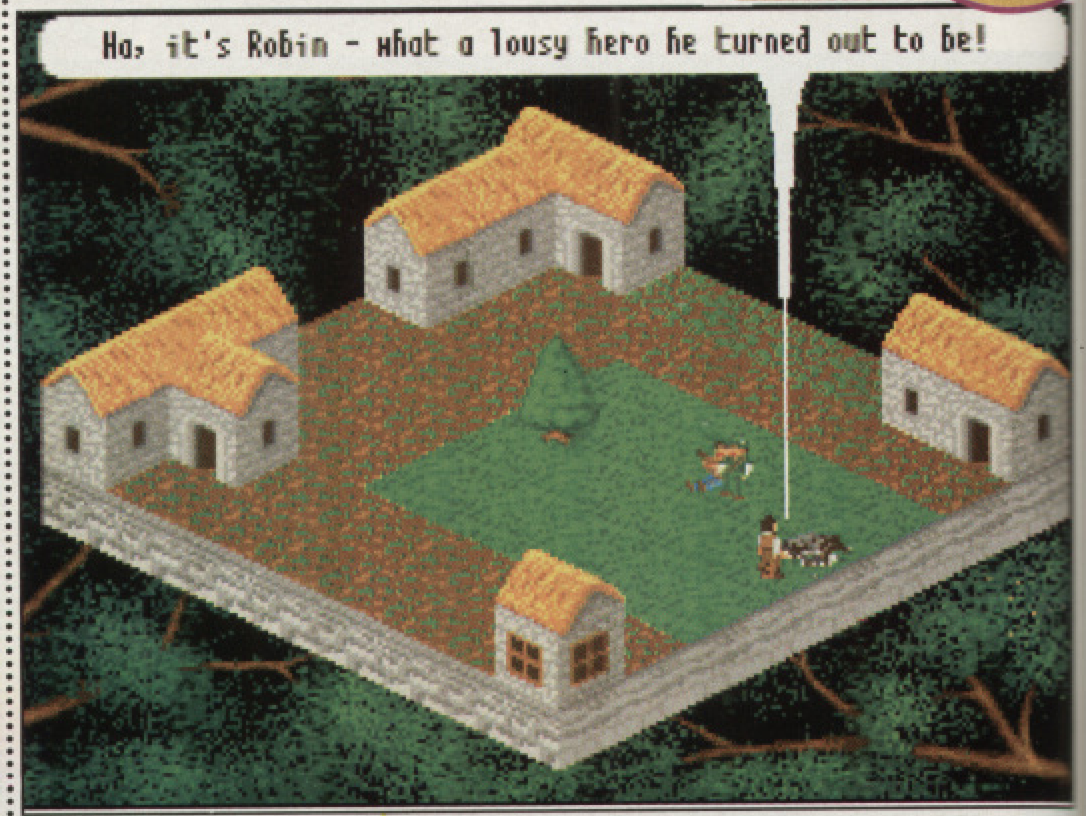
£12.99

Millenium's The Adventures Of Robin Hood was odd in that, although it was released at the same time as the Kevin Costner Prince Of Thieves film, it wasn't actually endorsed in any way - an exercise in cashing in, maybe? Still, even though Robin was at the peak of his popularity at the time, even that couldn't save this rather dull arcade/adventure from obscurity. Played across an isometric Populous-style world, The Adventures Of Robin Hood invites the player to step into the green tights of Sherwood Forest's greatest hero as he scours the lands robbing the rich, giving to the poor, recruiting merry men, and giving that rotten Sheriff Of Nottingham what for before he eats his Weetabix.

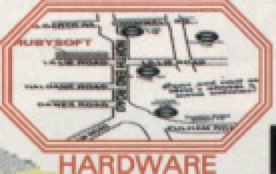
Although Millenium took an admirable stance in creating an original game around the Robin Hood character as opposed to lumping him in a platform scenario, the main reason the game fails is that it is just so dull. Sherwood Forest is set across a sprawling play area and the assorted missions thrown at Robin during the game necessitate a lot of dull wandering around before anything gets done - and I'm sure I recall his heroic deeds were a little more exciting than a brisk stroll!

Thankfully, it gets a little better once the merry men have been rounded up and the attack on the Sheriff's castle begins, but I doubt many people will have the perseverance needed. In fact, rather than emulate the excitement of the Prince Of Thieves film, Millenium have somehow created a game as enthralling as the Patrick Bergin Robin Hood film. And that's best forgotten, too. [MB]

OVERALL 63%



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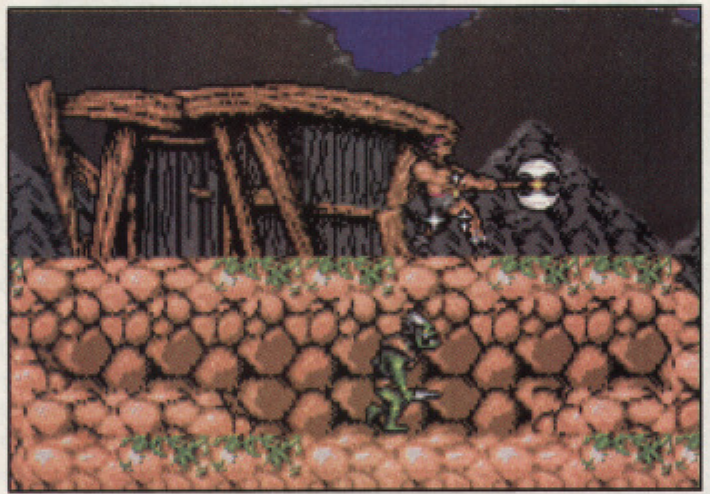
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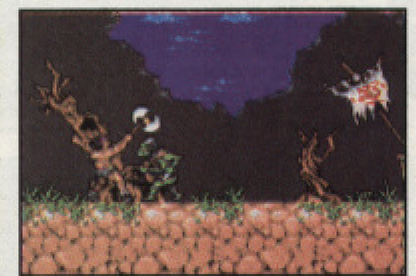
TORVAK THE WARRIOR

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Resembling the ancient Taito Rastan Saga coin-op, Core's musclebound Conan is sadly a little slow in the gameplay stakes. As Torvak, a beefy Conan lookalike armed with a huge double-headed axe, you are invited to explore a series of scrolling stages in search of the evil wizard who has killed your family and friends. However, as is the wont of such evil-doers, the wizard has covered his tracks by leaving all manner of mutated creatures and these must be defeated before you can exact your revenge.

Torvak certainly looks very nice - if a little sparse in terms of backdrops - and there's a nice variety in its levels. Starting in a deserted cityscape, your journey takes you through a series of catacombs and dungeons as you head towards the wizard. As you cross the horizontally-scrolling stages, the said mutants appear in an attempt to sap Torvak's energy - which, rather obviously, is where the axe comes in.



Sounds quite exciting doesn't it? Weeeeell, it would be if you were ever attacked by more than one or two creatures at a time. As Torvak wanders across the screen, the enemy sprites plod on one at a time and are easily taken out with either a quick swing or by using your magical 'Beam Axe', activated by holding down the fire button, sending your axe spinning across the screen, destroying all in its path.

Torvak is so close to being a really smart Rastan clone it's unbelievable. All it needed was a little bit more speed and a few more nasties and it would have cracked it. As it stands, it's just average budget fare. [SB]



F-29 RETALIATOR

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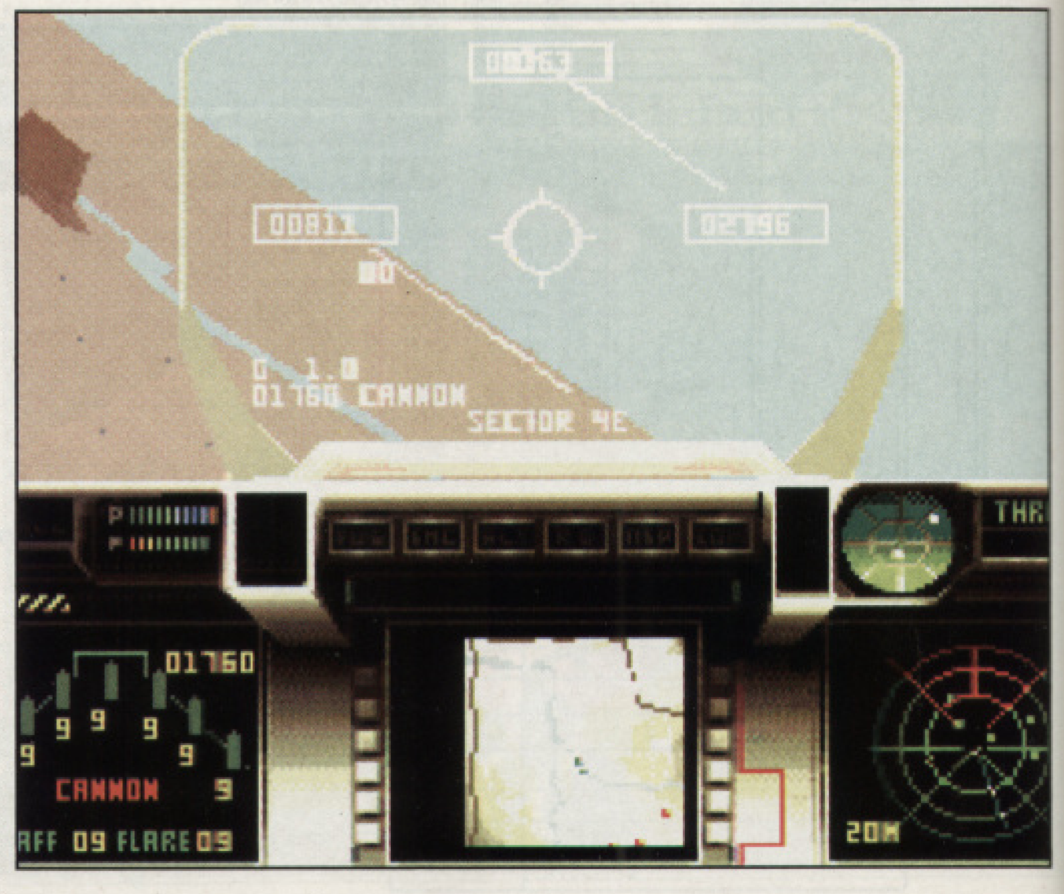
Oh yeah, Retaliator - that was the game that was previewed about four decades before it ever saw the light of day. Still, technical hitches and lengthy waits aside, DID's first Ocean 3Der makes its budget debut and whilst still looking as good as ever, hasn't quite stood the test of time in terms of gameplay.

Although the game features a whopping 100 missions and contains more than enough viewpoints to keep even the most ardent would-be Biggles agog, F-29 is a little, well, shallow. As a flight sim it's adequate in that there's plenty of flaps to wiggle and weapons to select, and these get you in the mood for a good battle or two. But across the game's 100 missions there's very little variety, and most flights simply require a set number of planes to be taken out before doing it all over again. Yes, they do get a little more intricate later in the game, but fewer, more complex missions would have been preferable.

If there's one area F-29 does succeed, it's in the graphical department. DID's typically detailed polygons and brilliant bitmapped intermission screens still impress today and the update as you dogfight with the oncoming enemy is still impressive when compared to some of the newer sims. However, all this is just a lot of icing on a rather tasteless cake and, in the end, it seems that Retaliator is a victim of its lack of substance. As such, F29 comes across as rather stale. [MB]

OVERALL 78%





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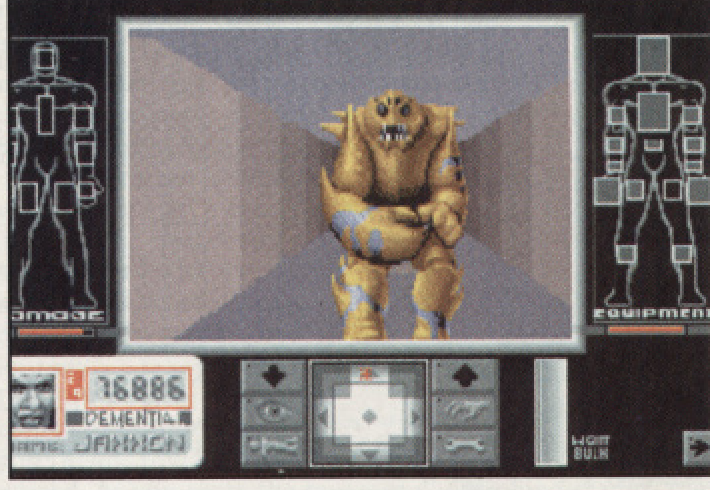
Core's first release as a solo software house sprang from the mind of veteran coder Kevin Bulmer. Set within a massive tower block, a development lab has been overrun by the retilian army it was developing and the super-intelligent lizards are currently turning the hi-tech security devices against the people who designed it. As a member of a specially-commissioned SWAT team, Corporation places you within a special armoured suit as you aim to destroy the errant lizards and win back the building.

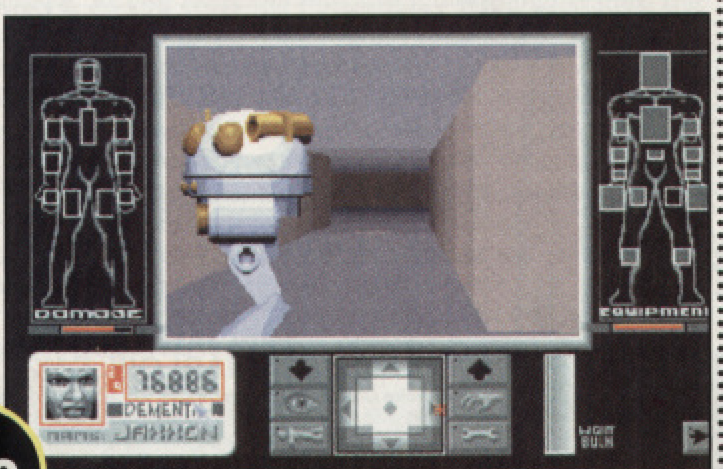
Corporation was one of the first 3D epics to mix bitmapped graphics with its polygon scenery and it's a system which works very well. The multi-storey building is seen as through the visor of your suit, with the many lifts and bits of furniture acting as useful hiding places from the attentions of the assorted reptiles and security droids. A genuinely claustrophobic atmosphere is generated as you locate little trip switches and gun turrets in your exploration of the building, whilst strategy is needed to circumnavigate some of the seemingly impassable areas.

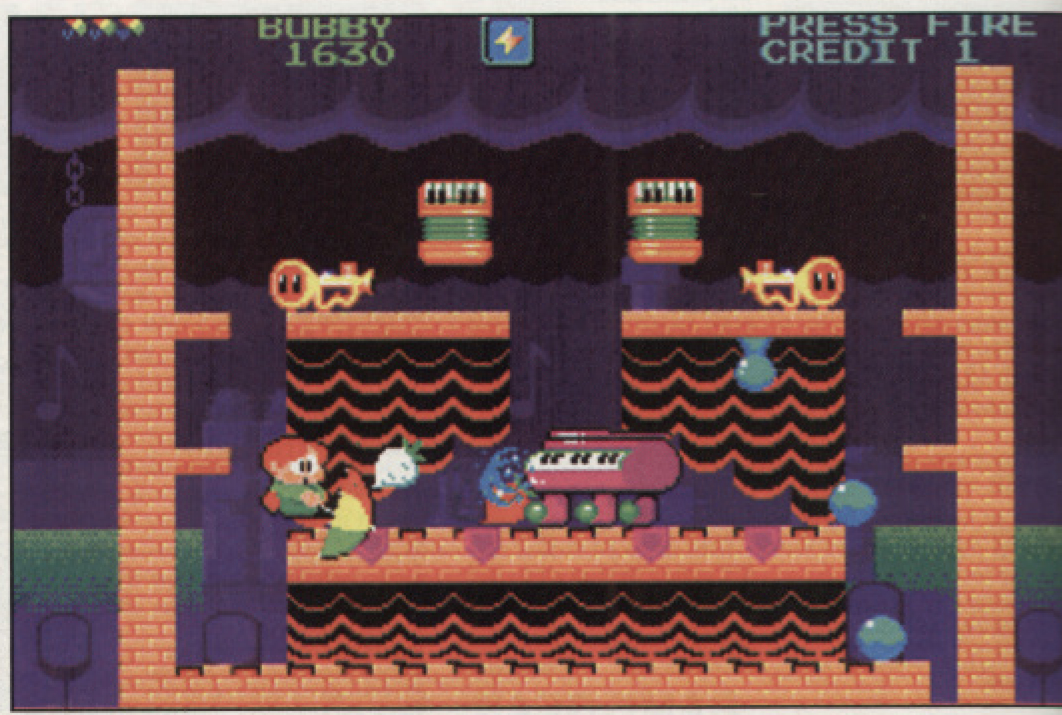


Corporation manages to combine arcade playability with an in-depth mission and it has to be said that it knocks the spots off the likes of Cybercon 3. One of its major pluses is that it's just so easy to get into. Controlling the suit's weaponry and lock-picking devices is simplicity itself, but there's just so much for the would-be agent to discover that it's unlikely you'll get bored before the mission is complete. I was really surprised how well Corporation had stood the test of time, but playing it again has made me want to rediscover all the things I've forgotten from my my first explorations of the building. A must have [SB].

OVERALL 90%







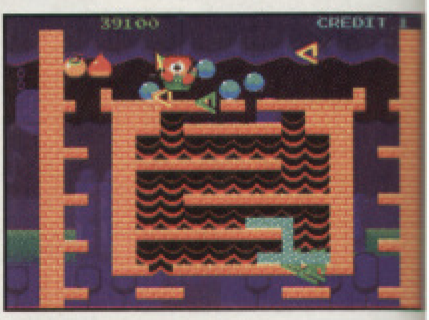


PARASOL STARS

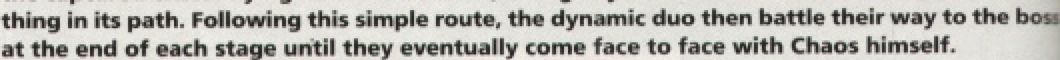
The Hit Squad

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Let's face it, this was never going to be better than Graftgold's utterly brilliant Rainbow Islands conversion, although Parasol Stars still proves itself to be one of the more playable cutesy games around. Never actually released as an arcade game, Parasol Stars reunites Bub and Bob as they are whisked off to a series of islands currently under attack from the dastardly Chaos Tikhan. It transpires that each of the islands is based on a particular theme - music, sweets, etc - and Chaos's troops have infiltrated them by disguising themselves as the local inhabitants. This is a job for Bub and Bob...



Abandoning their rainbows, Bub and his brother have been given magical umbrellas with which to rid the islands of Chaos's troops. A simple press of the firebutton will whip one of the scuttling foes onto their brollies and above their heads, whilst pressing it again sends the captured critter flying across the screen, killing anything in its path. Following this simple route, the dynamic duo then battle their way to the boss at the end of each stage until they eventually come face to face with Chaos himself.



As a one-player game, Parasol Stars is quite good fun. There can be the odd bout of dodgy sprite detection here and there but it's generally good fun. However, it is in two-player mode that the game really comes to life. As Bub and Bob wander around the screen, it becomes a real fight for the many bonuses dropped into the play area, and if it all get's too competitive you can always lob your opponent across the screen! In terms of lasting appeal, things can get a little repetitive, but, even so, this is still worth a look. [MB]

OVERALL 88%

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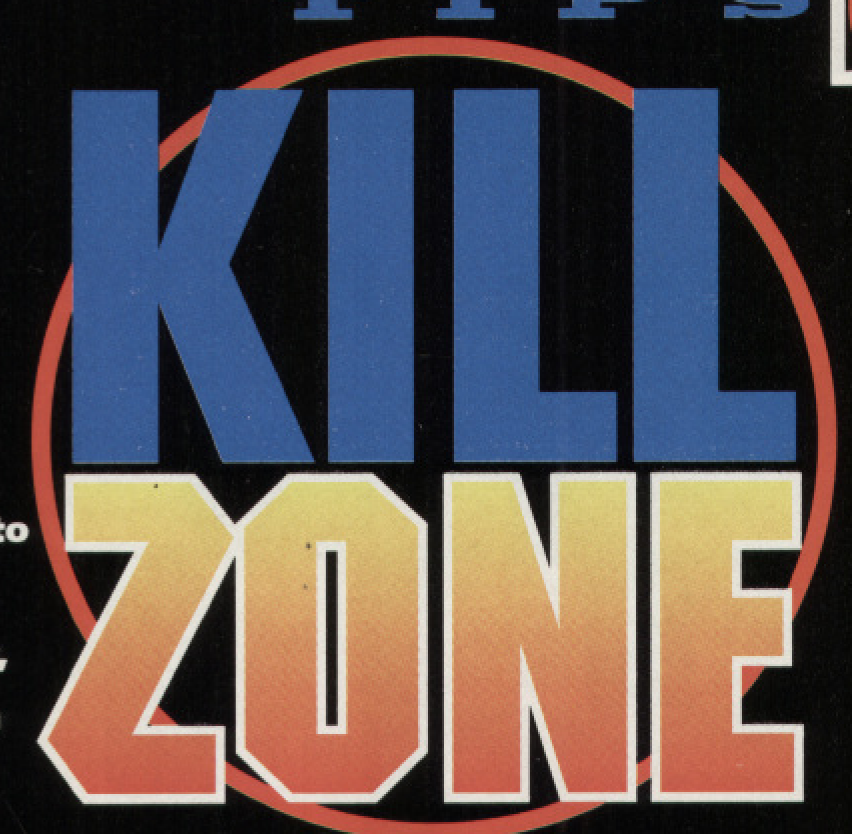
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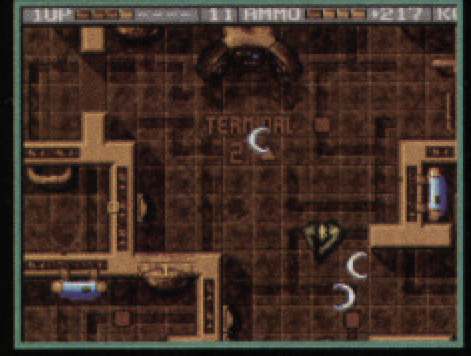


Can't handle Elite 2? Having trouble with Alien Breed 2? Getting your face rearranged in Body Blows Galactic? Being ripped apart by the Genestealers in Space Hulk? Want to know how to finish Ishar 2? Can't hack Alfred Chicken? Still don't know how to complete Monkey Island? My, we have got problems, haven't we. Better get on with it, then...

TEAM 17 BONANZA

This month sees the release of two of the most awaited Amiga games around - Alien Breed 2 and Body Blows Galactic, both of which we're sure will sell like hot cakes the moment they hit the shelves. What better games to open up this month's Kill Zone? After all, you're bound to be hungry for information on both these challenging games, and we're the people to give it to you. A word of warning at this point: The tips printed here are not the definitive Kill Zone players guides - merely a few pointers to set you off in the right direction. Next month, we'll be covering both games in much more detail, so get practising!

ALIEN BREED 2



What a destructive megablast this one is! Currently a number one in the Games We Play At Lunchtime chart, naturally the first thing we wanted to find out was which were the best weapons to use. After rigorous testing we found the flamethrower and blue laser cannon to be the most effective all round, although both the bouncing shot and homing missiles can be extremely useful in the right locations.

But what do you do once you have the guns? Most important thing to note is keep away from open spaces. You're at your most vulnerable when out in the open, so stick to the walls and corners when you can. Also, take a good look around the level before you do whatever is required of you at that point. Mapping the route to the decklift before the alarms goes off means you have a half decent chance of getting to the next level.



The first bridge between the civilian and science blocks is a quick but far from easy way to get loads of bonuses, goodies and power ups, but you'll need a lot of bottle to get through. A risk worth taking if you think you're hard enough.

One final tip - use the medium power map whenever you can - you'll be amazed how much easier it makes the levels to complete!

BODY BLOWS GALACTIC

All the tips this month are for the one player game. What better tip could we offer than start on the planet you find the hardest to win on. It might seem like a backwards piece of advice, but when you think that the fights get harder as you work through the game, it makes sense to get the one that causes you most trouble out of the way as quickly as possible!

When fighting, use the Stun capability of your character, and then get a really hard punch in. Also, play the game with Mercy Off. This means that you can down an opponent, and then really put the boot in before they have a chance to get up. If they're low on energy, one really good hit should be all it takes to finish them off.

Learn the secret of defensive fighting. Practice blocking shots and avoiding enemy specials, as this is the only thing that will keep you standing. There's no point racing in at the start of the fight because before you know it the CPU player will land a really good smack on you, and you'll get well and truly clobbered.

Don't overuse your specials. Repeated specials take a lot longer to pull off, so space them out a bit. Don't use them for the sake of using them - a point might come later in the bout where a special would be really handy but if you've overused them you won't have the time to pull it off.

Finally, the best characters to play, in order from top to bottom are Dan, Junior, Kai-Ti, Tekno and then Puppet. The others all have their own strengths, but these are the easiest to win with.

That's it for this month. Watch out for the in-depth players' guides next issue.



SPACE HULK

Here it is, the moment you've all been working yourselves up to. You've whammed through the one-squad missions. You've tossed aside the two-squad missions and you've sat on the Space Hulk originals. Now here it is - The Deathwing Campaign.

THE DEATHWING CAMPAIGN

MENACING IMAGES

This is a very simple but very challenging mission. The Genestealers have laid stacks of traps for you on this level, and the best thing to do is take one Terminator out and use him to explore the level. Once you are sure you know what is going on, move the entire squad to the north-west corner, firing like mad as you go to ward off any ambushes.

WITCH HUNT

The big surprise in this mission comes right at the start, so prepare to be ambushed as soon as you start moving. By the way, when you start moving, head for the north as your target area is almost a straight line's run from you. You'll need to take one step to the right as you go, but remember to keep those Storm Bolter's blazing all the way!

BANEFUL ICON OF THE FOE

The thing to remember about this mission is that no Genestealers will appear until you have destroyed the statue, which is to be found in the room north and east of the starting point. The best thing to do is take what you need from the room without disturbing the statue, and then shoot it from outside the room. Run to the north end of the next corridor and wait for the action.

Now the Genestealers will come pouring from the west side of the level. Keep blazing, and keep using the Freeze Time to check the locations of the enemy. When you've got a break in the action, run for the exit, but don't take unnecessary risks.

DELIVERANCE

To begin this mission, use the lone Terminator Sabathius to close the two doors nearest to him - the ones to the south-east of his starting point and the one actually at the starting point. When you close the second door do it from inside the room, as this will protect him from the Genestealers. Now all you need to do is walk the remaining four Terminators around the Hulk to seal the last three doors.



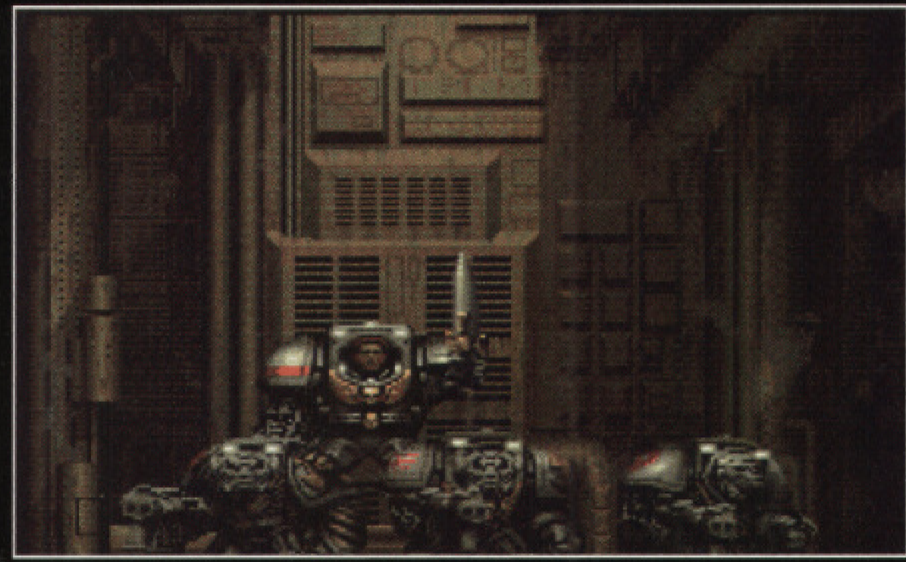
EXTRICATION

This level is positively crawling with ambushes, so watch your backs at all times. One very important thing to note is that the lead member of the squad starts off carrying an item. If he drops it, either through death or hand-to-hand combat, then make sure someone picks it up. You will need to walk this Terminator manually down the long corridor on the east side of the Hulk, so make sure you have someone covering him all the way along.

PURGE

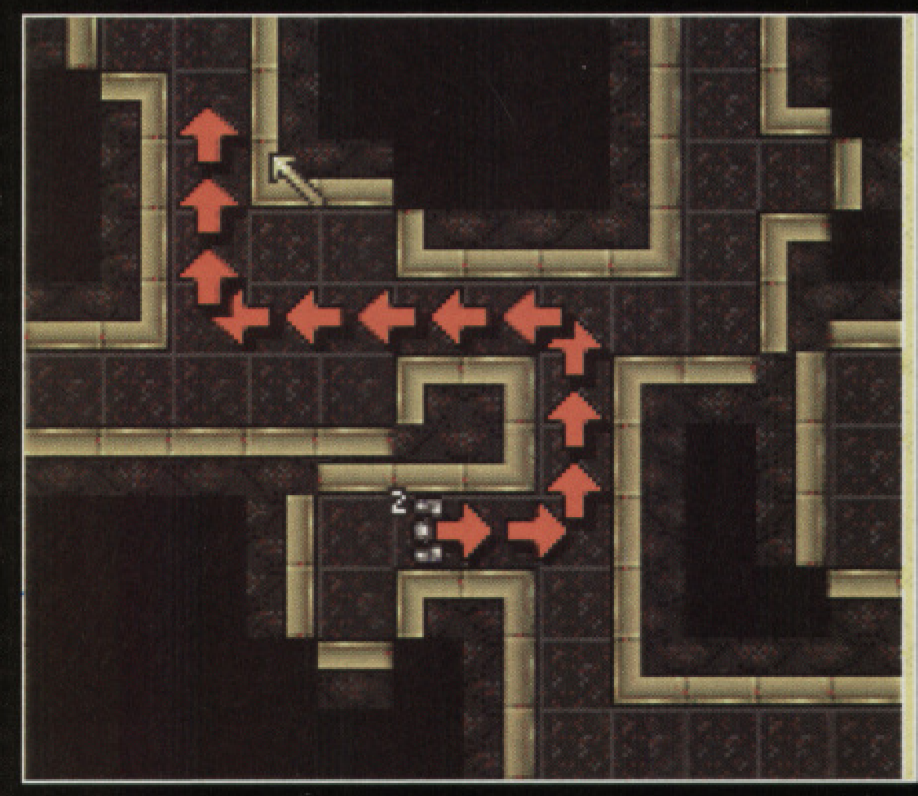
You'll notice when you start this mission that you only have two Storm Bolters. That's what makes this mission so difficult. So, position one of the Flamers at the north end of the main corridor, covering the two corridors coming out. Another Flamer should be covering the corridor that leads in from the east. Note: Flamers do not fire of their own accord, so you'll need to be eagle eyed and trigger happy. The remaining three Terminators should lead the way to the exit, with the Flamer sandwiched between the two Bolters.





ANTE CHAMBER

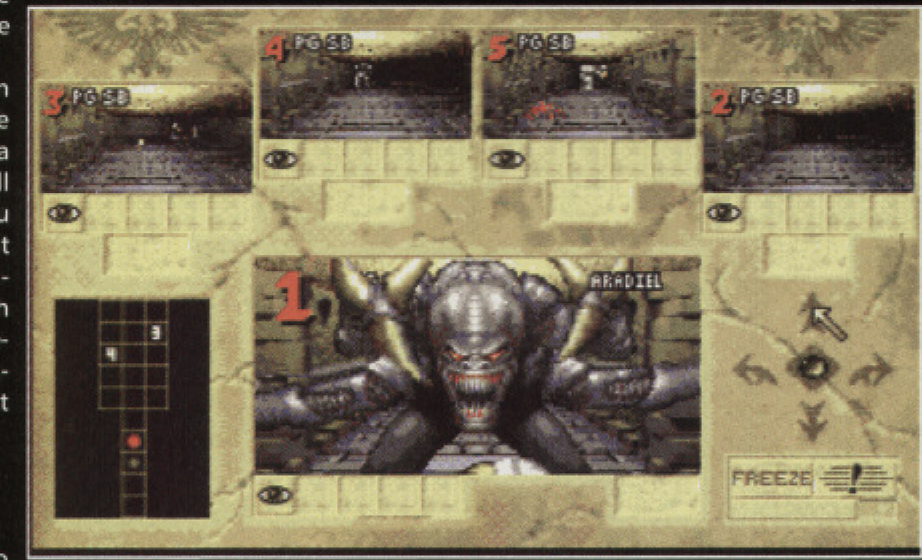
You'll need to move quickly on this mission, as all five Terminators have to survive. As quick as you can, send three Storm Bolters to cover the two eastern corridors and run the last Storm Bolter and the Heavy Flamer to the target area. Once there, move the Storm Bolter into a corner so that he can attack any Genestealers leaving the Genebanks and stand the Flamer directly in front of the target area. Flame it and run to the teleport, backing the Storm Bolter out to cover any last minute attacks. Now get the last three into the teleport and you're done!



THE PERIMETER

This is one of the game's most difficult missions to complete, and you'll need all your wits about you as you command a squad spread out across the hulk. To begin with, though, don't shoot at the door to the left of the starting point. It's secure and will save you a lot of hassle.

Move three men down the eastern corridor, using the other two to seal the northern area of the hulk. There are a lot of Genestealers around and you'll need to kill dozens of them before you can set up your positions. The hardest places to hold are the extreme north-east and north-west, so try to reach them simultaneously. Watch very carefully for the Terminator in the north-west, as he has to hold his own against three genebanks.

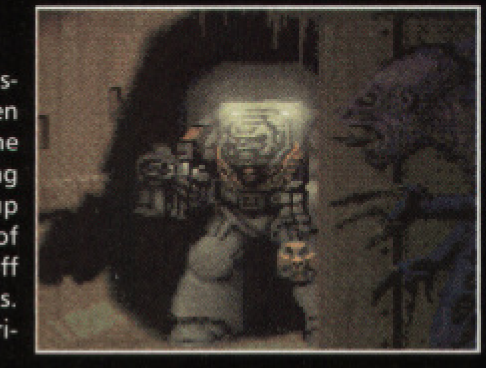


FUNERAL PYRE

On this mission, there are two things to remember. The first is that the flames do not subside, so watch where you're firing or you'll lock yourself in. Secondly, some Genestealers will manage to get through the flames, so never assume you're covered. All that can be added to that is just be careful, and you'll be able to complete the mission with three Storm Bolters and two heavy Flamers. If you lose a Flamer, then replace a Storm Bolter with a Flamer.

TESTAMENT TO HONOR

The first thing to remember on this mission is that the Genestealers can't open a lot of the doors on this part of the hulk. You've got a long and winding journey through this hulk, so arm up with Lightning Claws and a couple of Storm Bolters. Use the Claw to seal off the corridors leading to the Genebanks. When you have secured the key corridors, move two Terminators towards the exit, and drop one back to cover the rear. Close any doors you pass, and look for the ones with circles around them. These are the ones that can't be opened by the foul spawn.



DESCENT

When you walk down the first corridor on this mission, don't worry about the Genestealers collecting to the left. They can't open the door and are therefore harmless. You'll need the Assault Cannon to open the blast doors at the end of the level, so don't waste any shots.

When you reach the doors, get ready to fit the large group of Genestealers that come swarming through. If you can, keep a Storm Bolter a few paces behind the Cannon to take over should things get too hairy. When the coast is clear, run for the exit. You will lose most of your squad on this mission, so don't get disheartened.

WEB OF FLAMES

As you can select your own squads on this mission, you should choose two Heavy Flamers and arm the rest with Lightning Claws. Flame the two inner targets as soon as you can, and use the Lightning Claws to make your way to the two outer targets. Secure the northern corridor as soon as possible to stop any Genestealers entering from the main part of the Hulk. To finish the mission, you need to get at least one Terminator to the exit point.

TO THE EMPEROR

You'll find this easy to plan, although not as easy to complete. You'll find the Brood Brother in the lower left section of the level, and the best way to take him out is to fire a Storm Bolter at long range. Once you've cleared the initial waves of Genestealers you should be able to take control of the mission. From this point on, just keep everyone covered at all times.



FRONTIER

Due to the number of ways Frontier can be approached, it's going to be hard to produce a players' guide that is in any way specific. Nevertheless, Matt Broughton gives a few home brew tips to those brave cadets starting from scratch.

THE GALACTIC MAP

People seem to be having trouble highlighting the systems that they want, so here are a few things to bare in mind when using the map.

1) Never use the mouse to rotate the map initially as it just gives a false impression of the distance between systems - be patient and utilise the arrow keys and the zoom facility to keep the map on a flat plain. This way you can refer to your map poster for specific system locations first and then pinpoint the exact system that you're after (you may also find it useful to turn off the grid, the distance lines and the identification text at this point).

2) Once you've found your target system, make use of the trading route display as it gives a better idea of exactly how far away systems are and what the best route to take is. Just because Sol appears to be next to CD-37°15492, it doesn't mean it actually is, and when you check the trade routes you'll see that it's actually a good seven jumps away. The best way to map out a route is to display the trade routes and work your way along the trail from the start point to the destination. If you want to get to your destination faster, unload all your missiles, cargo etc and invest in enough fuel to allow you to jump on as soon as you get to the next system.

THE SYSTEM MAP

It seems that a large number of people are experiencing the rather frustrating problem of crashing into planets for no apparent reason, so here are a few things to think about.

1) When you target a location, be sure that you're very specific. Just targeting a planet is not good enough and will only get you to the area, not the specific location (it's at this point that the auto-pilot will shut down, leaving you to fly straight into the planet itself).

2) By double clicking on the zoom-in icon, you will go straight to the closest view and should select a specific port (i.e. Sirocco Station, Mars High etc.)

3) You must have the location's name up when you select and autopilot target. If you click on the location's 'dot' while the name is not shown - which is correct - for some reason the auto-pilot gets all confused and just sends you tens of AUs out in any old direction.

4) If you are having trouble getting the location names to appear, just click onto one that you can see and the other location names should appear. Failing this, experiment with zooming in and out and rotating the system with the mouse or the time controls.

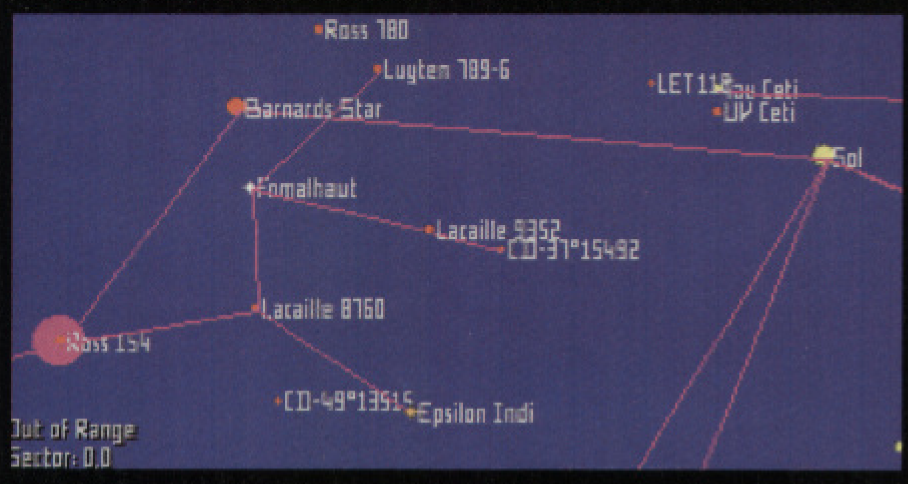


Though you can see Mars as your target here from the system map, you'll need to move in and target the specific space station or port that you want to reach (inset) or you'll find yourself flying by, or worse still, slamming straight into the surface.

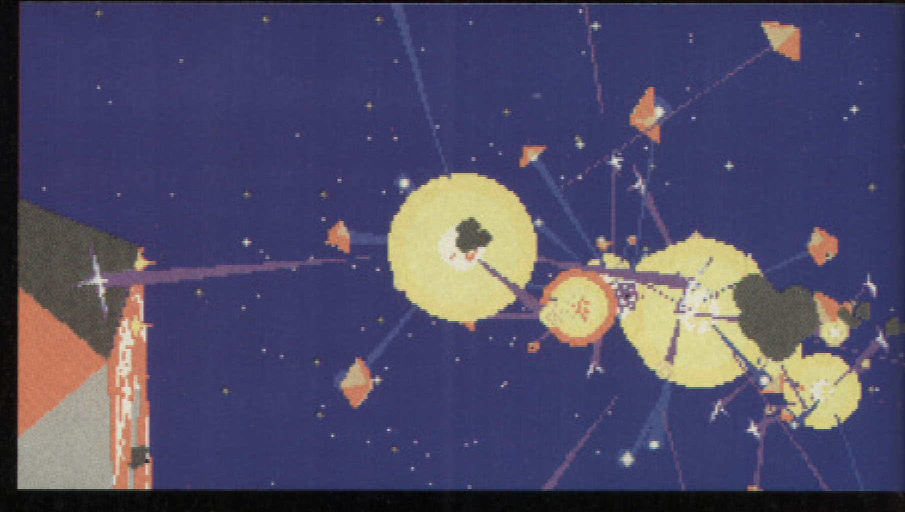
TRADING

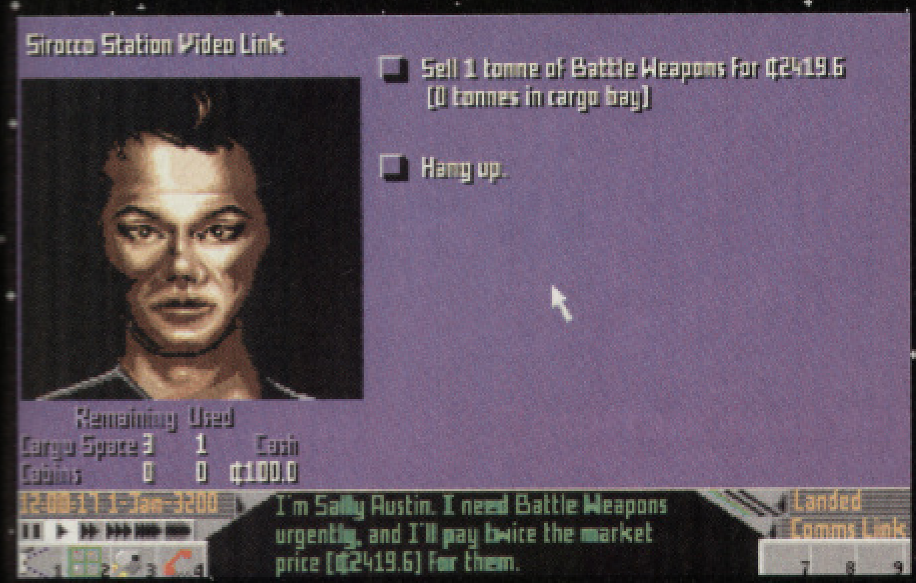
It's as important in Frontier as it was in Elite to find two good trading posts to bounce between as you initially generate some capital for yourself - so here are a few suggestions for the beginner. With all of these, it's worth using the data on economy (called up by pressing F7) to see if there are any opposite economies along the way (i.e. you're leaving somewhere with a major export in computers, and travelling somewhere where these are a major or minor import).

Suggestion 1: After starting at Ross 154, move across to Barnards star and on to Sol. From Sol you can sell any missiles you have (keeping as much storage free for cargo as possible) and invest in liquor and 1 ton of hydrogen fuel. Now make you way across to Lalande 25872 where you can sell it for a fair profit. Remembering to buy some more fuel, purchase a few computers and make your way back to Sol. You will notice that your internal fuel tank is low, but if you head for Mars High (the space station above Mars) you should make it fairly easily. You can trade like this for as long as you fancy and should have fairly quiet journeys in both directions. If you check the bulletin board before selling your cargo at Mars High, you should find a bloke who'll offer above average prices for computers, so don't forget to look before you sell.



Referring to the poster map and an initial look at the galactic map makes it look as if a mission from Sol (top right) to CD-37°15492 (centre) will be a short journey, but the trade routes show a very different story. You'll actually need to pass back through Barnard's Star, Ross 154, Lacaille 8760, Formalhaut, Lacaille 9352 and finally on to CD-37°15492 itself.





Oh! What a coincidence! I just happen to have a cargo hold full to brimming with high powered squirty water pistols. Will that do?

Suggestion 2: From the Ross 154 bulletin board you can accept two packages that require passage to Formalhaut - the first Federation military mission and the last bulletin mission. You should then buy 2 tons of hydrogen fuel and travel first to Lacaille 8760, and then jump straight on to Formalhaut. You can then travel travel out to Luyten 789-6 carrying liquor, and make the return journey with robots, repeating this for as long as you want. The only problem with this route is that the journey out to Luyten 789-6 is a very hostile one and you can find your self in anything up to ten fights in one journey (I actually got from harmless to mostly harmless to poor in one delivery!) This really is only a good starting strategy if you fancy tons of dogfights along the way.

COMBAT

Oh yes. The big problem. Just about everyone I've spoken to has had a fair amount of trouble getting to grips with the combat, so here is a step by step account of techniques that I personally employ for success.

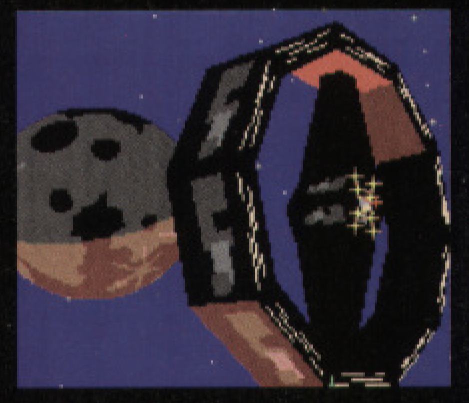
As soon as you are given an attack warning, disengage auto-pilot (if you have one on, that is) and turn on the identifier (press F10). Now locate the enemy with the scanner and try to get it on screen - the identifier should make it easier to pick out against the starry backdrop. Have your finger over the pause button [Esc] and freeze the screen as soon as you see your opponent.

Thankfully you can still operate many of your features while the game is paused, so now's the time to get yourself sorted out. The first thing to do is to target him with your mouse to find out how far away he is, then turning the identifier off again. If he's close, it's worth switching to the outside view and having a quick shuffle around to see exactly where he is in relation to yourself.

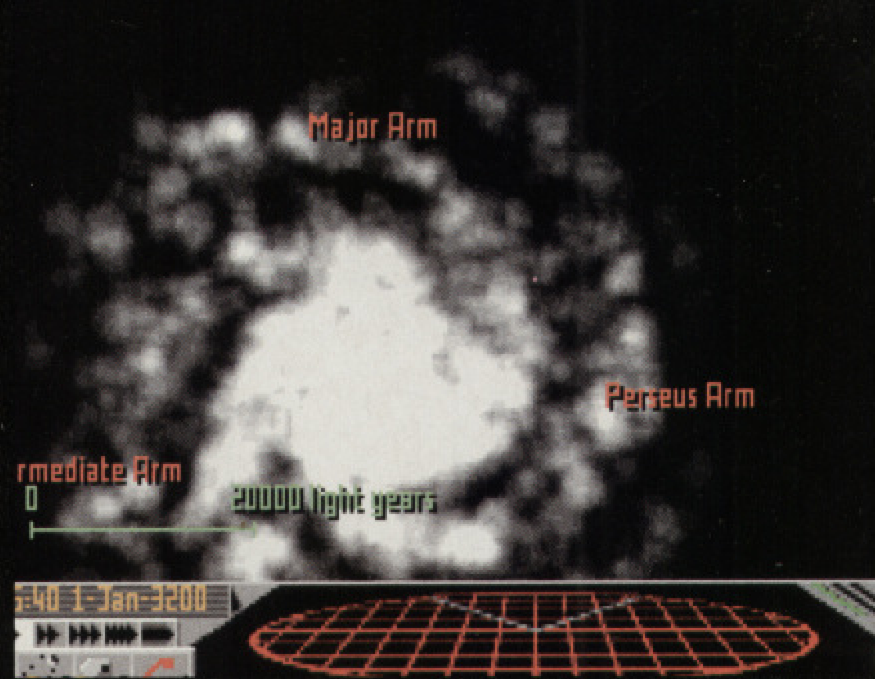
If he's in a fairly standard craft, and you feel confident that he's travelling pretty much straight towards you, you can arm a missile (if you have any) and even fire it - you're still paused at this time, but the missile will ferret off towards him as soon as things start up again. If you don't have any missiles, just return to the main screen and turn your engines off and get ready with the manual thrusters (Return and Shift together).

The skill in this sort of dogfighting is reacting efficiently to the given distance of the enemy craft. If he's coming towards you, throw your ship into reverse, thus giving you a longer amount of time with the enemy in your sights. If he is going out of range, chase him until you catch up with him.

The real aim here is to get into a series of 'chicken races' against him,



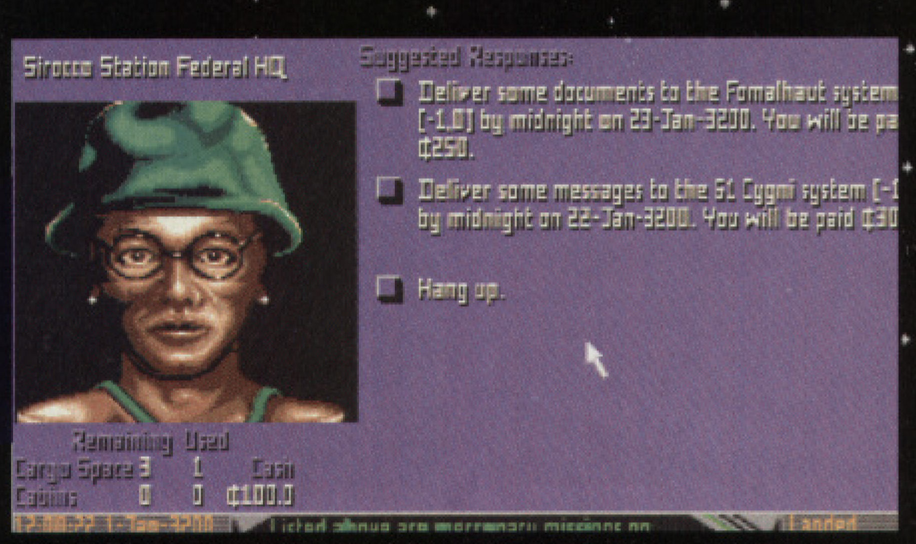








FRONTIER



It might seem as though you're getting offered all the boring missions, but once you get a few of these simple tasks under your belt, they do get much more juicy, so persevere.



bombing towards each other and avoiding time-consuming battles where you just watch him streak across the sky while you wobble along behind him trying to get the odd shot in. If he seems to be going for this approach, try to judge where he's heading for, and speed there before him. Now when you face him, you will be on a much tighter angle which can be corrected until you are pretty much on a collision course.

Most baddies will start to fire once they're within four kilometres, and are most dangerous to you at about two kilometres (especially if they have Beam Lasers). You need to know when to pull out of the 'chicken' and should pass above or under the enemy with your engines full forward as he streaks past.

The moment you pass by him you should cut your engines, roll to face the back-end of the passing ship, and then kick in your engines. This is when the enemy craft is at its most vulnerable as it's still close, but turning to attack once more. An even better way of going about it is to pull out of the chicken as late as possible, but roll with him still in your sights, presenting you with the flat top or bottom of the ship which is easy to target - it's hard to do but the results are worth it.

Another good technique when you are this close up, is to enter the 'chicken' and pause the game when he gets under two kilometres away from you. You can now switch to the external view and launch missiles. Because most ships will zoom away at full pelt the moment they get one whiff of a missile, it's better to do this when he's on his way in rather than out for obvious reasons.

MISSILES

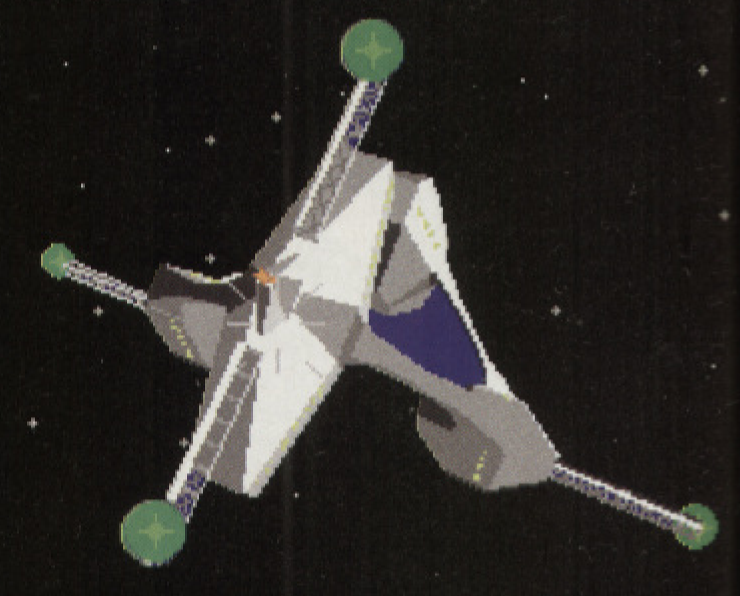
If enemy missiles have locked-on to you there are two things you can do.One is very safe, the other is aggressive but dodgy. Read the next bit before you decide which one is for you

THE SAFE METHOD

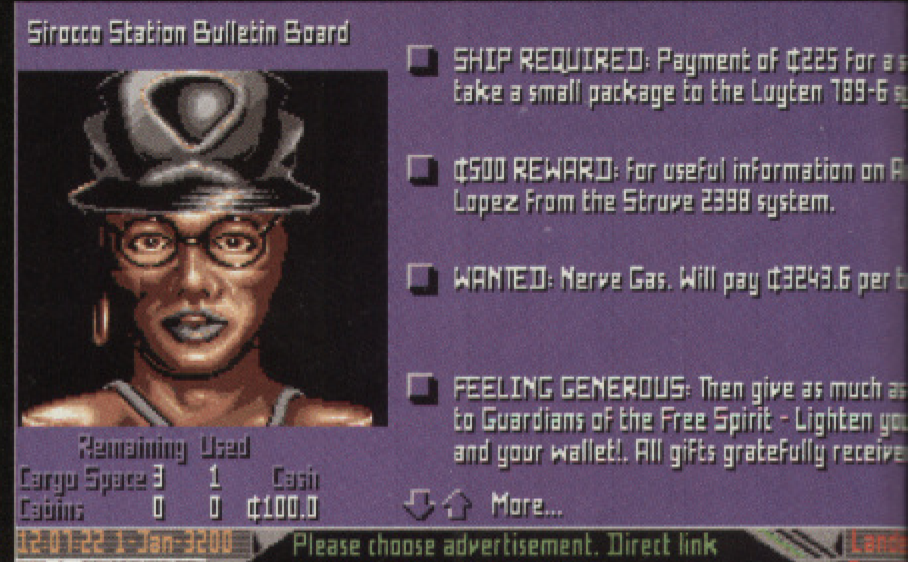
As soon as you get the missile warning, pause the game and turn the identifier on. Now switch to the external view and find the missile - making it your new target with the mouse. Now flick to the rear view, turn the ship to manual control and unpause the game. Remembering that you're looking out of the back, move the ship so that you can see the missile and get some serious speed up. Because you've targeted the missile, you will be able to see exactly how close it is, and if it you keep it in the middle of your rear view you'll be able to outrun it until it expires. The only problem with running away (apart from it being girly) is that any damage you've done to enemy shields, has time to regenerate.

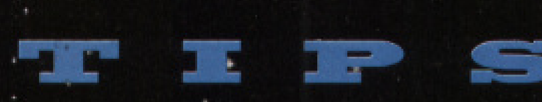
THE DODGY METHOD

Once the missile warning has been given (and isn't it just the most annoying noise?), as long as the enemy isn't directly in front of you, turn on the auto-pilot which will move you round to the enemy. This will keep you moving and should keep you out of trouble for long enough, while allowing you to keep your attack up. The only problem here is that unless you have a powerful beam laser you usually won't have long enough to destroy the ship (the auto pilot is accurate but slow to lock in). The only way to overcome this is to let the auto-pilot bring you in-line and then switch over to manual just before you need to pull out of the 'chicken'. Right, let's talk about some things to do.

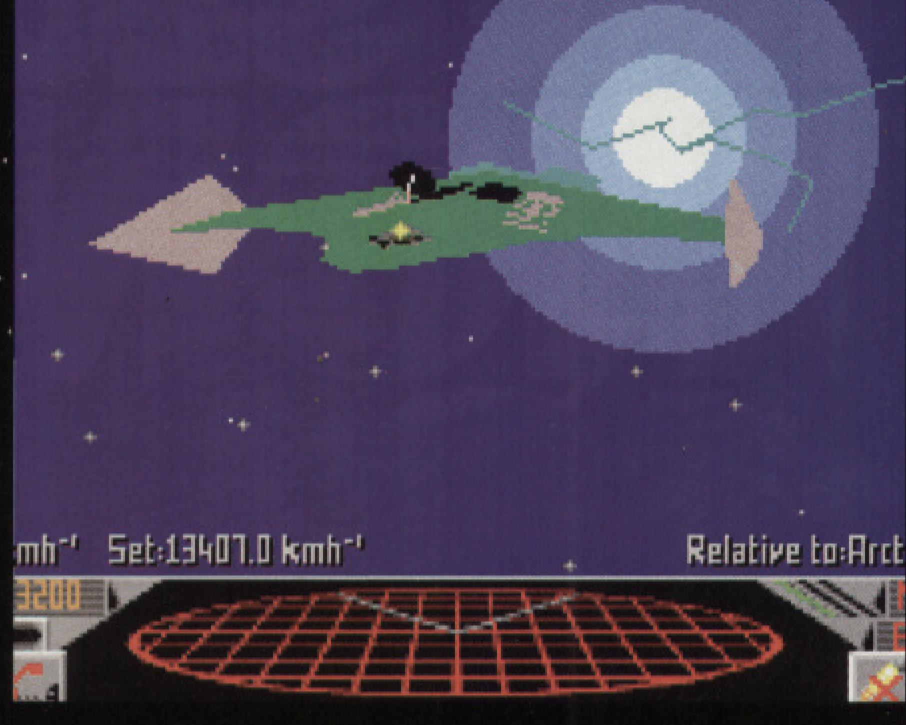


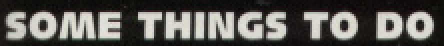












SOME THINGS TO DO

1) Keep saving the game, even after destroying each enemy on the way to a destination. This is essential if you want to make fast progress without having to go through the same battles time and time again - and you might want to reload a game if you loose a particularly expensive piece of equipment or suffer severe hull damage.

2)This is a bit of a cheat (so what!) but if you save the game before you leave your current location, when you arrive at your next port of call, you can check the bulletin board for traders looking for specific stock (such as computers on Mars High). You can then load your previously saved game and make sure that you invest in tons of whatever it was that they were looking for. It's also worth taking the time to fly to a system where that stock is a major export as you can buy it dead cheap and make more of a killing when you go back to where you saw the advert - the computer will still think that this is the first time you've been there, so the advert will still appear!

3) Take your time when landing and taking off from planets - even when on auto pilot. I know that it's a drag to watch, and I know that it shouldn't make any difference, but it seems to sometimes result in 'death for no apparent reason'. This is more frequent on planet bases rather than space stations, so watch out.

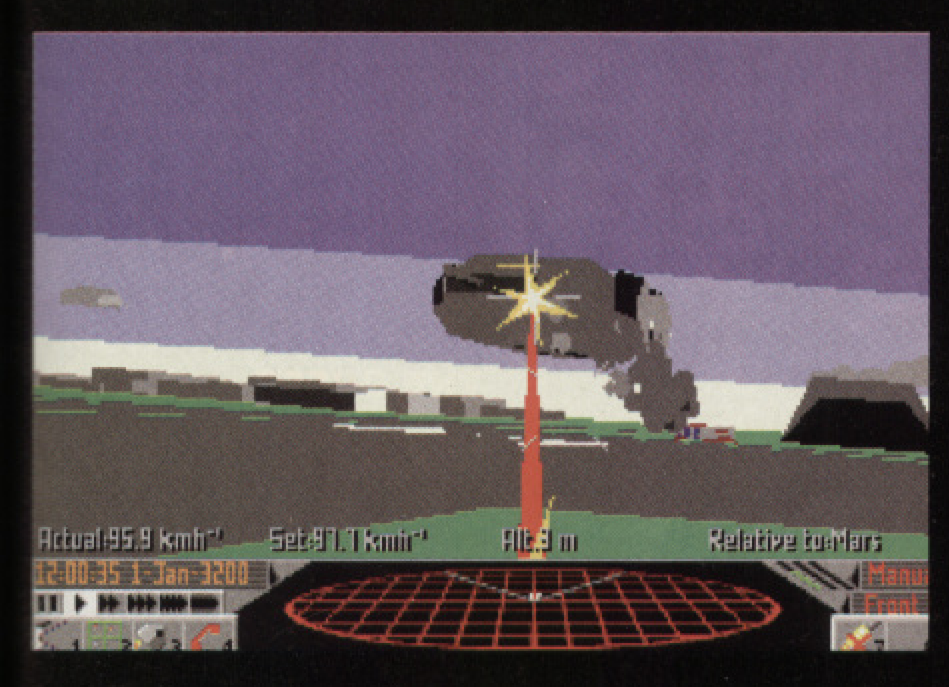
4) If you run out of fuel on the way to a location and have no more left to refuel with, keep the auto pilot on and push time forward. If you have enough speed and are close enough, you can sometimes still make it to the location and the auto-pilot with take you in.



5) Later in the game when you get hold of a more powerful beam laser, you can target enemy craft in battles, put some distance between you and then turn on the Auto-pilot. Even though the auto takes a fair while to pull round to the target, once you do home in, you can a hell of a lot of damage in a fairly short amount of time. Just watch out for enemies doing it back to you.

SO LONG AND THANKS FOR ALL THE FISH

I hope that this will be of use to the Frontier enthusiasts out there, and I'm well aware that people may already have different ways of playing, but it seems as if it's some of the things I've mentioned here that people have had the most trouble with. Please feel free to send in any tips and guides that you have come up with, but in the meantime, keep on trucking. This is MB signing off...



THE SECRET OF MONKEY ISLAND

With *Monkey Island* now making a long-awaited budget appearance, hoist up the Jolly Roger and shiver your timbers with The One's essential pirating guide.

THE THREE TRIALS

Puzzled? Stuck? Head straight for the bar - the Scumm Bar, that is. Talk to some of the pirates at the bar and then talk to the important-looking pirates who will tell you about the three trials. Wait for the cook to come out of the kitchen and sneak inside. Pick up the pot lying under the table and the meat. Leave the kitchen using the other door. Move out onto the jetty and tread on the loose plank. The seagull should bounce up in the air. Repeat this six or seven times and the seagull should bounce high enough for you to get the fish. Go back to outside the bar and walk into town.

Talk to the "men of low moral fibre" about the treasure map and take the two pieces of eight from them. Walk up the street, enter the first door on the right and steal the rubber chicken. Talk to the voodoo lady about palm reading and then saunter along to the jailhouse. Talk to the prisoner and then go back down the street to the store and ask for some breath mints. If the storekeeper isn't there, use the bell on the counter. Return to the jail and give the mints to the prisoner. Talk to him about everything.

Return to the Scumm Bar, but instead of going back in, go past it, following the left path to the lookout tower. Go to the fork in the road and pick the yellow flowers. Next, go to the clearing on the map and into the circus tent. Talk to the Fettucini brothers. Say: "OK, I'll do it" and tell them you've got a helmet. Give the pot to the brothers and get fired gracefully out of the cannon. Exit the tent and move along to the troll bridge. Give the fish to the troll and he'll let you pass. Return to the village.

Talk to the man on the corner and buy the fake map from him. Now walk to the store and pick up the shovel by the steps and the sword from the counter. Talk to the shopkeeper and pay for both. Leave the shop and head straight for the mansion. Use the yellow petal with the meat and give it all to the poodles. Now you can easily get past them. Open the front door and enter the mansion. Fight the sheriff and return to the jail. Talk to Otis about the file and give him the Gopher Repellent. In return he will give you a cake with a file in it. Return to the mansion and enter the same room as before. Use the file to get the idol and when the sheriff dumps you into the sea simply pick up the idol.

Return to the fork in the road and read the map (it's easier to write the directions down on paper). Follow the directions until you come to the X. Use the shovel on the X and pick up the T-Shirt. Now leave and go to the house to the right of the island. Talk to the swordmaster about training and don't give up until she lets you in. When you've been fully trained, wait for some passing pirates and get involved in lots of swordfights. You can't stop until you have all the different insults and replies (this might take a while). Once you've got them all, return to the swordmaster's house and challenge her to a fight. When you beat her, she will give you another T-Shirt, which is kind of her, don't you think?



THE QUEST

Using the rubber chicken that you stole earlier, go to the island on the cable. Deathslide!!! Talk to the man about the governor and he'll promise to be on your crew. Next, go back across the water (using our old friend the chicken) and talk to the swordmaster. She will also join you.



Now you've got to free the prisoner. To do this, go to the Scumm Bar and pick up all the mugs. Fill one with grog from the barrel and keep using it with the empty ones so it doesn't burn a hole through the bottom. Take the grog to the prisoner and he will use it on the lock. It will burn through and the prisoner will run away. Now pop along to Stan's Used Ships and have a chat.

You're going to need a ship and seeing as you haven't any large amounts of cash in your pockets you've got to buy it on credit. Go to the store and tell the storekeeper that you want a credit note. After telling (lying, more like) him that you have a job, he'll start to open the safe. Note down the combination on a piece of paper. Now tell him to go and talk to the swordmaster and he'll promptly leave. Open the safe and steal the note. Go back to Stan's, refuse all optional extras and beat Stan down to about 5000 pieces of eight for the Sea Monkey. Go to the port and your faithful crew will be waiting for you.

THE VOYAGE

When you're on the ship, pick up absolutely everything and go to the kitchen. Open the packet of cereal to get the key and use it to open the cupboard in the captain's cabin. Inside is a chest with some cinnamon sticks and a recipe. Now, put the T-Shirt, gunpowder, cinnamon, Jolly Roger flag, ink, breath mints, the chicken and the cereal into the cooking pot and there will be an almighty explosion. You'll now find yourself near Monkey Island. Simply put some gunpowder in the cannon nozzle, use the rope as a fuse and use the fake map with the flames under the cooking pot. Use the resulting flaming mass to light the fuse and fire yourself amusingly towards the island (using the pot as a helmet).

THE ISLAND

Pick up the banana and go cautiously into the jungle, where you should wander round and pick up everything. Go up to the fort and pick up the rope and the spyglass. Push the cannon and pick up the gunpowder, go to the door and pick up the note that lies under the rock. Climb up the footholds and push the primitive art twice until you can see the banana tree through the spyglass. Climb up even further and push the rock off the cliff. Now go back down to the beach and pick up the bananas.

This is the END for you, you gutter-crawling cur!
Soon you'll be wearing my sword like a shish kebab!
My handkerchief will wipe up your blood!
I once owned a dog that was smarter than you.
You make me want to puke.
Nobody's ever drawn blood from me and nobody ever will!

Next go to the dam. Place the gunpowder on the dam and use the flint with the staple remover. The dam should explode, filling up the dry riverbed and the pond. The water will wash you into the pond and knock the dead man down with it. Pick up the rope and go to the cliff where you should use the rope with the trees to reach the oars. Use the oars with the boat on the beach and sail around the island, eventually beaching the boat on a beach you can't reach by foot.

Go up to the cannibal village and take the bananas from the fruit bowl. When the cannibals lock you up, escape by prising open the loose floorboard. When you're free, give the banana to the monkey and he will follow you. Go to the bit of the island that sticks out and follow the path. To open the gate, pull the nose on the totem pole to the left of the fence. The monkey, bless him, will copy you allowing you to pass through the gate. Pick up the little idol and go back to the village. Give the idol to the cannibals and take the banana picker from the hut.

Right, nearly there. Give the banana picker to Herman Toothrot and he will give you the key to the monkey's head, which you can open by using said key in the monkey's ear. Go back to the cannibals and get the navigator's head. Return again to the monkey's head and look at the head of the navigator to find your way to the ghost ship. Board the ship and seek out LeChuck. He's hiding behind the door in the captain's quarters which you can open using the magnetic compass from Stan's.

After a few animated sequences you'll end up in a church. After some banter and a few insults, Le Chuck will begin punching you all over the island. To finally lay him to rest (until the next game, that is), throw the grog at him.

And that, my friends, is it. You've completed Monkey Island.



ISHAR 2

If you've persevered this far then good on you. If you haven't then go to the back of the class and don't come back until you're up to date. Ready? Here we go then with the grand finale!



ZACH'S ISLAND

In the city head for the clothes shop (found in a small road leading to the north near the harbour) and buy five evening tunics. Put on your purchases and wear the pendant given to you by the Ent, then enter the Blue Velvet nightclub. Here you will get one end of the Fortress parchment.

You will need at least 20,000 coins for this next part. If you don't have enough, then ensure that your team is properly rested and fed and go and kill some assassins. When you have enough, go to the alley of the four towers, which can be found north-east of the harbour. Wait here between midnight and two in the morning and a character will arrive. Give this person your 20,000 coins and he will disappear, leaving behind a relic.

Now head for the herb shop and buy the ingredients for five anti-vertigo potions, otherwise known as the Mildong potion. Head for the harbour once more and set sail for Jon's Island. Choose the north-east landing stage this time.



JON'S ISLAND

On Jon's Island find the passage to the west. Head along this turning and keep looking about you for groups of dwarves, which you should kill on sight. After a while you'll come to a turning to the north, which leads into the mountains. Take it. Along the way, you'll pass two dead endings, one to the east and one to the west. Head down both of these and take the edelweiss plant found at the end of them. Go back to the passage and head east.

Head north into the mountains once more, and find yet another edelweiss plant. Go south back to the passage and keep on east. Soon you'll find another path north into the mountains, which you should take. Walk along the next passage to the east where you will be rewarded with two more edelweiss plants. One thing to watch out for here, though, is the curse that lies on this area. If you can, cast a Curse Lifting spell as soon as possible.

As you are high up now, ensure everyone drinks an anti-vertigo potion. When they have taken effect continue up into the mountains. Collect the relic you find at the end and then return to the harbour once more. Board your boat and select the north-west landing stage of Jon's Island.

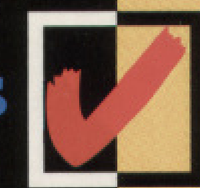
From the harbour, head west along the coast. Be ready to attack the guards that rush to meet you. When you pass the mountains to the east, dismiss one of your characters. Remember to remove all their gold and possessions before getting rid of them.

Now head for the mountains to the east, again watching out for the guards. Carry on until you reach the end of the path, where you should come across five pillars and a dead druid. At this point you should be carrying five relics. Place them on the five pillars, one on each, and the druid will be revived. Introduce yourself and then recruit him.

Now head back to the harbour. If you are running low on any supplies or your party need to rest, then head back to the city. Then head for the end of the fortress on Olbar's Island.

OLBAR'S ISLAND

The first thing you'll have to do is fight the Fire Elemental. There's a knack to taking on one of these guys. What you need to do is make one of the charac-







ters hold the magic shield, then cast the Fire Protection spell, and then step forward and strike. Any other approach will fail.

At the first crossroads you come to turn right and go all the way around the block. When you come to an opening to the north take it. Keep going and you'll come to another crossroads. Now go north, where you'll find a hideous fire-breathing dragon. To fight the dragon, use the same attack method as you did with the Fire Elemental (arm up with the magical shield, cast the Fire Protection spell and then step forward). You will need to keep using the Heal spell, as you won't be able to kill it in one run.



Now head north. Examine the walls as you walk along, as many of them hide treasures and other toys. After a bit you'll come to another crossroads. Head north from this and follow it round. Keep an eye out for a secret passage leading from the north wall.

Head down this new passage and at the end you'll enter a maze. This is no ordinary maze, however, as many of the walls are actually invisible doors, so map carefully as you go. When you reach the end of the maze, you'll find a handle. Pull this and then work your way back to the crossroads.

Head south and stop before you enter the room. The walls in here have spikes sticking out of them, so move through the room carefully. Keep going and you will eventually reach Shandar's fortress!



In the first large room you come to move around the edges, not through the middle. At the south-east end of the room collect the treasure you find. Keep on round the room to the north-east end and pull the handle. Go around the room once more to the north-west corner, where you will have to fight a knight. Kill him and leave by the door behind him.

Walk straight through the next room and leave by the north exit. Walk along the corridor and look out for a small room to the west. When you find it, enter and activate the mechanism you find there. Now, go back out into the corridor and run to the end.

Here you will come across a Gorgon that has to be destroyed as quickly as possible Once she is dead walk into the large room beyond. In the middle of it is a fountain - drink from this to restore life points.

Head directly south, which will take you to another labyrinth. Kill everything as you work through it and take the passage to the south when you come out the other end.

Then take the next passage east. Follow the passage round and look for another small room to the west. When you find it, enter and activate the mechanism you find there. Head back into the passage and follow it all the way round. At the end you will find some Lion guards.

Examine the grille in front of you. To open it you'll need to activate the trap door nearby. Walk through the open grille and take the north passage from the next crossroads you come to. Walk right up the passageway, take the treasure you find there and activate the mechanism. Now return to the crossroads.

Head down the south passage and follow it as far as you can. At the end find the small room which contains a Magician. Talk to him and then go back out to the corridor and take the north exit from the passage.

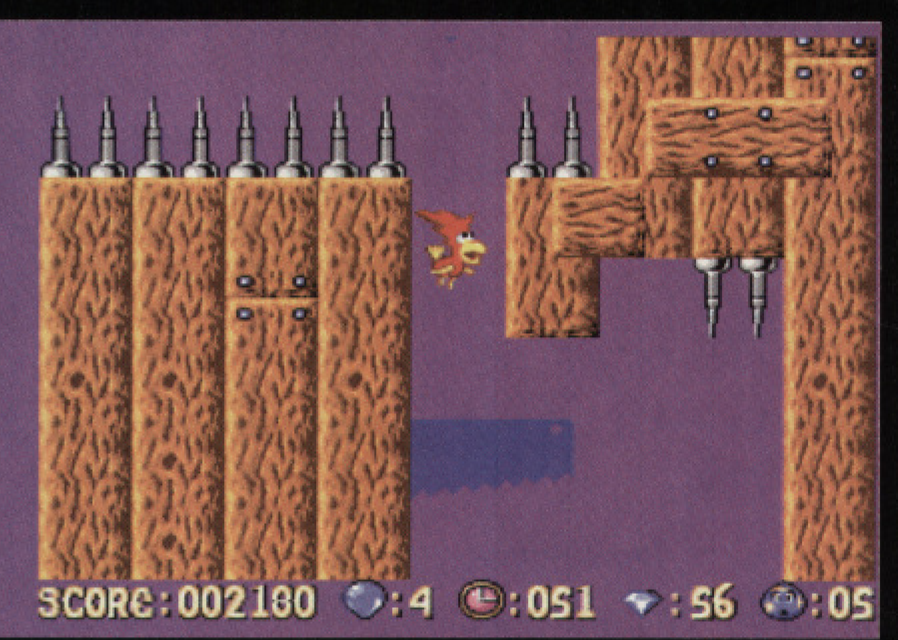
When you come to the closed passage, place the parrot in front of the large ear and let it talk. The passage will open and the next room you come to has some very low ceiling blocks, so slalom your way through this room. When you reach the next room, work around the edges rather than through the middle of the room.

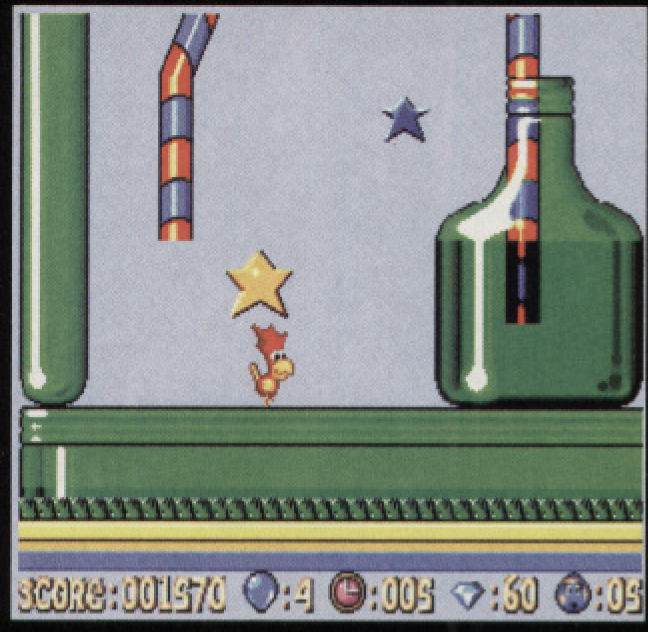
You are now about to fight the last battle of the game, so arm up and make sure everyone is up to maximum strength. Finally prepare the Psychic Shelter spell and step into the north doorway. Shandar will appear and you now have your work cut out. It will take a while, but once you have him killed all you need to do is work your way back out of the fortress and your mission is complete!

After all that I think you deserve a game of Ishar 3, don't you?

ALFRED CHICKEN

After last month's in depth guide to the first and second levels of *Mindscape's* egg-citing platform game, here's a similarly comprehensive look at the next two levels. Happy hatching!





7 Oh no! A chainsaw level. You need to move very quickly indeed on this one if you are going to stand any chance of getting to the top. So get moving straight away. Look out for the plank of wood as you travel upwards, as this will slow down the saw significantly.

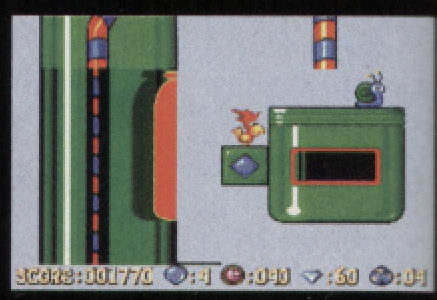
1 Level 3 is the Wood level, and so you'll find all sorts of things to jump on, such as screws and bits of wood. Watch out for the nails sticking out of some walls, though, as these will kill you on contact. To find the first secret room, stand on this block and jump to the left onto the spikes below. These won't kill you. Instead, you can now walk to the left into the first secret room, which will provide you with a weapon!



2 You'll need to be really careful when it comes to dealing with the snails in this area. Some of them become spiky occasionally (and will kill you if you touch them) while others fire fireballs at you. The only way to safely rid yourself of them is to peck them to death when they are in their 'safest' modes.



5 As you work through these ice blocks, you'll find loads of bonuses. Instead of divebombing as you did before, take a little time to peck away one a layer of ice at a time. This way you can gain maximum points.Which is what you're after, isn't it?



8 There's a secret room at this point of the level, about half the way up. Jump into the middle of this area, and you'll move into another secret room. In the middle of the screen is a secret door which takes you on to the next warp room.







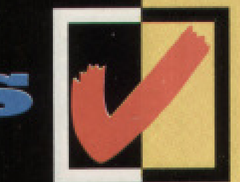


3 To get through all this ice in one swift and easy move, just leap into the air and pull down on the joystick to make Alfred nosedive. He will charge through, block after block, for as long as you keep holding down the joystick.

4 There's another rather well hidden secret room on level 3.2. Jump over to the right from the start position, and then jump up. Alfred will smack his head on the base of the invisible door, which you can then walk through to the second secret area.

6 When you reach the end of section 3.3, only switch the upper of the two switches. Both turn platforms on and off, and you'll only need the one set to continue in the game. Mess this up and you'll be in big trouble. You have been warned.

9 Section 4.2 is another chainsaw race! This one is a bit easier as all you need to do is stand on these pop cans and the chainsaw will carry you up the level. Jump from the one you're on to the next as soon as you can because they don't last very long.



SNIP TIPS

Loads and loads and loads of tips to get through this month so no space for an amusing intro I'm afraid. If you fancy getting a piece of the action then send hints and cheats to me, Mr Tips, and if I'm impressed then I'll send you a software prize. My address is: Mr Tips, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU. Hey, thanks.

PROJECT X
Team 17 Classic

Michael Sammut from topsy-turvy Australia has been playing this tweaked re-release for over week and he's come up with a couple of tips you may well be interested in.

Just as the game begins, fly into the nearest alien and kill yourself. This may sound a little crazy but by going a life down you'll be rewarded with a homing missile and possibly additional fire-power, and that's definitely worth it, reckons Michael.

When you have been hit and are going down, you'll notice that if you have a power-up already highlighted then you'll still be able to select it. The advantage of this is that you should retain it when the game continues.

GRAHAM TAYLOR'S SOCCER CHALLENGE
Buzz

If you're having trouble managing the England team then for God's sake resign, but if you're having trouble with Krisalis's marvellous budget re-release then Paul Powell from Mid Glamorgan is the man to thank. He's sent in some top tips for furthering your manageri-al career.

- Monday - concentrate on set pieces and outdoor games.
- Tuesday - play a match or do nothing.
- Wednesday - indoor game and circuit training.
- Thursday - skills and outdoor games.
- Friday - do nothing.
- Saturday - play a match or do nothing.
- Sunday - circuit training and skills.

If you ever get to a cup final and are required to play on a Saturday and Sunday then just shift the training days down one day for that week only, then return to the above guide. Train every month of the year and play friendly games against top teams at home during July.

If you are at the top of your league table towards the end of your season and you are confident of your team's ability then drop down to the play-off zone. These play-offs will earn you loads of money (always handy), but if you don't win the games then you won't be promoted. Decide wisely.

FLASHBACK
US Gold

James Bennett from Sheffield has come up with a right rollicking cheat for Delphine's incredible arcade adventure. To by-pass clocked doors without having to find the keys then simply follow his cheat and you'll be well away.

Walk up to the door you wish to pass and turn around so that your back is against it. Now comes the tricky part. Hold down the firebutton and tap the joystick in the opposite direction to the door, then push the joystick towards the door and release the firebutton. It's tricky to describe and even harder to do but once you get the knack you'll be able to pass through any doors you please. Great or what?

ARABIAN NIGHTS
Krisalis

Okay now, here's the one you've all been waiting for. We may have extensively tipped this rather neat platty game several months ago but we never gave away the completely smart cheat mode hidden deep within the game. So, take a deep breath, here goes...

On the title screen, type in 'SIMEON' and the screen should flash red. Then, while you're playing, hold down the left Amiga key for invulnerability. Pressing TAB will skip levels.

ONE STEP BEYOND
Ocean

If you're having trouble with Colin Curly's second puzzler then help is at hand in the form of Mr C Mok from Wallasey. He's sent in all 100 level codes, you see, which you'll find handily listed below.

1	48474	18	25001	35	01477	52	56488	77	04473
2	39943	19	08474	36	22965	53	30953	78	32193
3	22881	20	33475	37	24442	54	21905	79	36666
4	62824	21	41949	38	47407	55	52858	80	03323
5	20169	22	09888	39	06313	56	09227	81	39989
6	17457	23	51837	40	53720	57	62085	82	43312
7	37626	24	61725	41	60033	58	05776	83	17765
8	55083	25	48022	42	48217	59	02325	84	61077
9	27173	26	44215	43	42714	60	08101	85	13306
10	16720	27	26705	44	25395	61	10426	86	08847
11	43893	28	05384	45	02523	62	18527	87	22153
12	60613	29	32089	46	27968	63	28953	88	31000
13	38970	30	37473	47	30541	64	47480	89	53153
14	34047	31	04026	48	58509	65	10897	90	18617
15	07481	32	41499	49	23514	66	58377	91	06234
16	41528	33	45525	50	16487	67	03738	92	24851
17	49009	34	21488	51	40001	68	62115	93	31085
						69	00317	94	55936
						70	62432	95	21485
						71	62749	96	11885
						72	59645	97	33370
						73	56858	98	45255
						74	50967	99	13089
						75	42289	100	58344
						76	27720	Er, that's it!	

BRUTAL SPORTS FOOTBALL
Millennium

As the HMV Level One Brutal Sports Challenge has well and truly passed (we'll be covering the event next issue), it's now safe to release the game's various cheats, as supplied by the programmers themselves.

To select the league you want to play in, press 'L' followed by a number from 1 to 3, with 1 being the highest. Now press 'M' followed by a number from 1 to 6, which will select the match you want to play. Therefore if you press 'L1M6', this will whisk you to the last match of the top league.

During play, press the following keys for special bonuses:

L -	Lightening
I -	Invincibility
G -	Walking ball
R -	Shield
S -	Hare
D -	Tortoise
F -	Freeze Blocks

PREMIER MANAGER 2
Gremlin

You lot don't mess around, do you? After a mere three days after the game's release I'm bombarded by billions of letters outlining the same cheat. So a big thanks go out to everyone who sent this in, there are too many to thank individually.

Go to the phone and dial 781560. You'll be presented with a neat fruit machine which you can play to your heart's content. The idea here is to gamble your funds away without winning anything - you'll see what I mean.

GAMES SURGERY

Crimbo's already in the air and those dodgy decorations are going up in living rooms all over Britain. Matt The Medic takes a sip of sherry and helps you get in the mood for a looooong holiday of playing games.

Dear Matt The Medic,
On LEGEND OF KYRANDIA, I can't find the key in the Catacombs of the palace. Please help, I've tried everything to no avail.
Daniel Stamp.

Most of the rooms in the catacombs look much the same so you need to explore them while in the 'willow wisp' form. You'll now throw a shadow across the floor, and in one room you'll notice something not quite right - a loose stone on the floor! Let's revert to human form and have a look shall we.

Dear Matt,
You hinted that in the ALFRED CHICKEN demo (October issue) there were hidden rooms and bonuses. We've played it for ages and can't get to any of the extra locations - please help.
David & Helen Lyons
Essex.

I've had a number of queries about this little devil, so here's a solution faithfully reproduced in mahogany from a letter sent in by Dawn and Stewart Wright from Argyll.

After reaching the first door and entering the 2nd part of the level, walk right and jump onto the switch. Keep walking until you reach the wall and jump up and right and you'll notice that Alfie will walk into the wall. Carry on walking right and you'll reach another door. In this room you need to answer the phone, at which point Mr Pekles will reward you with a jam jar - endowing you with fire power.

When you exit you will be brought to two big blocks. Jump onto the right ledge, fire to the top left corner and a door should now appear. Walk right until you see a door and fire into the top right corner, revealing another block which you can jump onto. Jump up and left and you will be off the screen. Keep walking left and you will find another door which you should enter. You need to move up the screen quickly at this point because a huge chainsaw is after you, and if you managed to escape the offending weapon, you should be able to enter the warp room. Hurrah!! I think that it's only now that you realise what excellent value that old demo disk was! Dig it out.

Dear Matt the Medic,
I'm stuck in the fabulous game OPERATION STEALTH. I can't get out of the cave in which the Russians put me. I've already found the pickax, but I can't get any further. Can you help?
Jonathan Hartog.
Holland.

I'm sorry, but following the fairly recent debacle that was the 2-0 defeat in the World Cup Qualifiers, I'm afraid I'm not prepared to answer your question. (You can't say that! - Simon.) Oh, alright then. Examine the rock wall and find the draughty part. Operate the pick axe on it three times and you should be laughing - unlike Graham Taylor.

Dear Doc,
I may be the only one, but I can't get finish MONKEY ISLAND 2. I have two of the 4 map pieces, but don't know where to get the others. I have been stuck on this for weeks so please help.
Alan Millar.
Co Down.

Space doesn't really allow me to give a detailed solution to this query, but I can at least send you in the right direction. Each part of the map can be obtained from the following places: in the picture frame in the mansion; bought from the boutique on Booty island; found in the basement of the grog-drinking pirate's cottage; and by resurrecting Rapp Scallion. There's obviously a lot more to be done than I've shown here, but at least you sort of know what you need to be be aiming for.

Dear Matt,
You're the best. You're much better than the rest. How can I be as brilliant as you?
Simon Kinder
Poole

You can't, basically.

Dear Matt,
Please can you help me on MONKEY ISLAND 2. I can't seem to get past the spitting contest by mixing all the different coloured drinks. What should I do?
Ian Carrott.
Bicester, Oxon.

Well lovey, the first thing you need to do is to get in touch with your feelings and cry openly for no apparent reason every now and then. Would you do that for me lovey, would you? There, that's much better. Now, just blow the ship's horn and, while the Spitmaster is away, rearrange the flags. Use the straw and the green drink to generate the ultimate gob, then once you've won the plaque, sell it at the boutique for a sweet 6000 gold pieces.

MATT'S SHOW-OFF SHELF

It's been a bit quiet this month as far as show-offs go, so come on folks, help a fella' out! Ta very much to those that have sent in letters, keep 'em coming.

FREE PRESCRIPTIONS

- Doctor Kevin Judd, BSc. VAT writes in to help Heather Sutcliffe with her ongoing MYTH problem, so here goes... Take the middle doorway into the pyramid and at the end of the passage you should find two floor spikes. On the other side of these is an object which you should collect that looks like this [at this point Kevin goes on to draw something fairly unrecognisable, not to mention looking a bit rude] - this is Atum's eye. Now stand in front of Anubis and activate the eye. Sorted and safe!
- I'm afraid that Mike and Chris Edwards are going to be a bit disappointed as far as DUNE 2 cheats go, with even Mr Tips himself shuffling off looking a bit sheepish. I can only offer my personal technique of keeping one harvester harvesting, and using the other one to run over enemy soldiers leaving only the trikes etc to be dealt with. Is this your first time in a Harvester?
- A strange individual by the name of Dr Dean Mucus-Git Evans has come up with a herbal remedy to Mr A's POLICE QUEST 3 problem. After finding the baglady in the newspapers, identify yourself with your wallet and then click your cuffs onto the shopping cart - she will now go with you to the station.

MEDICATION REQUIRED

- Gerrard from Fife wants to know how to get all the items for the pirate's uniform in HOOK.
- Nikki Wright has more problems than most but amongst them are: In MAGICLAND DIZZY what do you do with the bucket of water, big stick, gold cross, the frog, the duster and the lightening conductor. She also wants to know how to the other side of the volcano.
- M Heath from Oz wants to know how to complete the final mission of the guilds of Loki and Set in LEGENDS OF VALOUR.

THE SURGERY IS NOW CLOSED

Ho hum, another day - another dollop. I'll be back soon, so cross your legs and get those problems in to: Matt The Medic, Games Surgery, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I can't answer your queries personally and I still haven't used up all the stamps from last month! Thanks, though - you're very, very kind.

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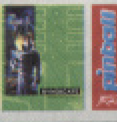
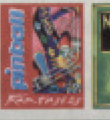
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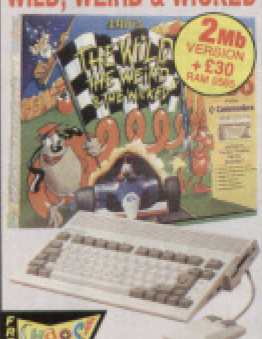
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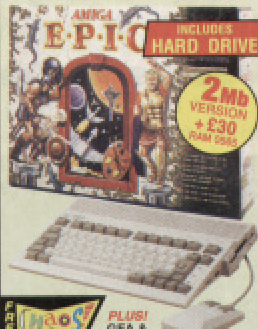
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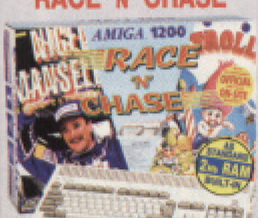
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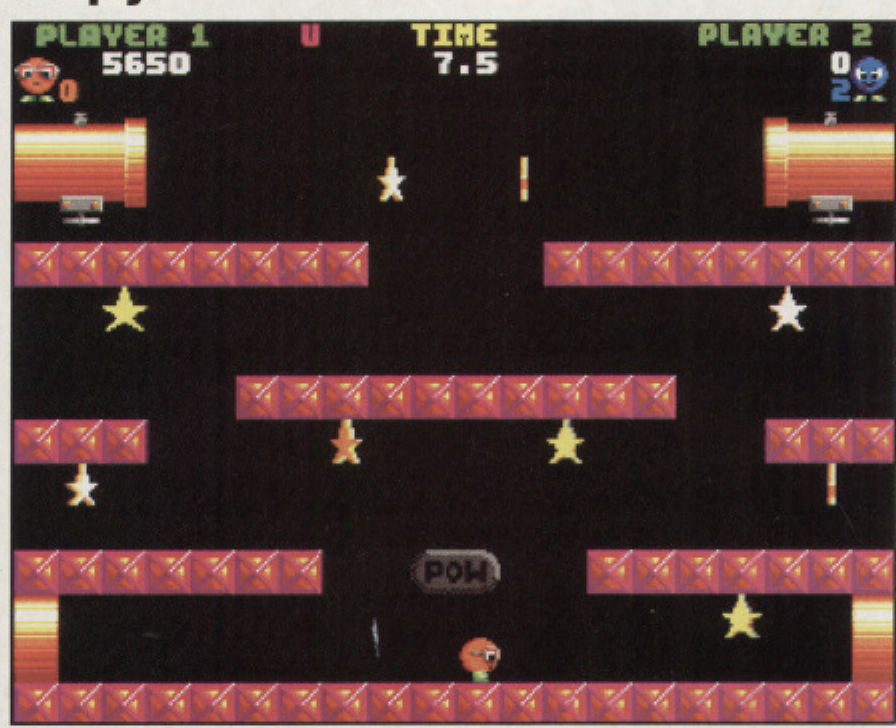
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Well raise my rent if it isn't good old PD Zone! Yes, prepare to be amazed by gorgeous, cheap and aromatic items of software. Matt Broughton breathes in the air. Deeply.

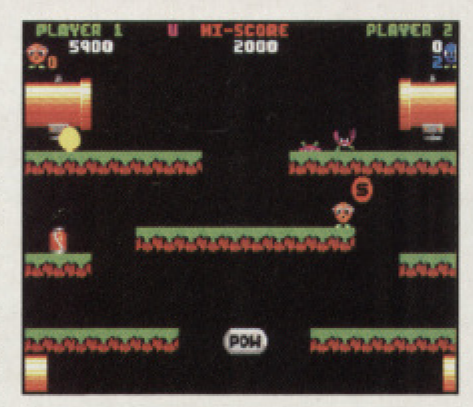


DOODY
Logic PD,
Disk G0086

I'd like to welcome newcomers Logic PD, to these hallowed pages, and also to thank them for sending such a superb little game for me to play!

Doody has been around for a while out there in PD land, but as of yet remains a virgin as far as The One is concerned. It's a simple, but superbly presented little platform romp that takes elements from Mario, Joust and an old arcade game that I've forgotten the name of but you had to dig holes, things fell in those holes, and then you filled in the holes - d'you know the one? (Yes, it was called Panic Attack - Simon) Anyway, that's what it reminds me of. I'll live my own life.

It's all very simple and the basics of the game revolve around clearing the screen of the Mario-esque baddies that descend from pipes at the top of the screen. On the first few levels you need to attack the turtles by jumping underneath the platform as they pass above you, flipping them onto their backs (sound familiar?). While on their backs, they are vulnerable to your attentions and can be dispatched with a swift boot. The only problem is that you have to get to them quite quickly - while avoiding all the other rampant turtles of course! - or else they'll right themselves and turn into the next level of baddie (i.e. blue, fast and well 'ard.)



As the levels progress, other Mario characters appear and cause you no end of grief, including those nasty crabs that need a couple of hits before they'll roll over and give in. Needless to say that contact with any of the screen's inhabitants will cost you one of your precious lives, although coins can be collected en route for extra points. On the subject of extra pick-ups, you'll find all manner of things appearing for a short time, from Coke cans to pepper pots, which can all be collected for super-sexy scores. Letters also appear from time to time and can be collected to spell out, yes, you've guessed it - BONUS. Original stuff, yay?

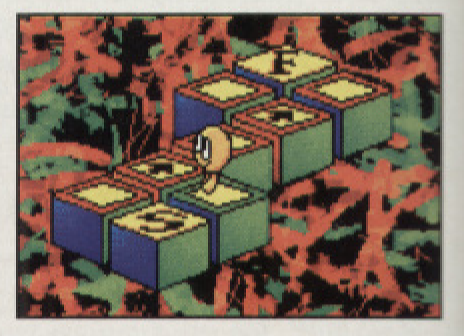
Bonus levels and location changes keep you on your toes, and you also have a magic platform that can be bashed against up to three times to kill all the on-screen baddies in a panic situation. Not incredibly original, but good fun and superbly presented. Well worth a look.

OVERALL 88%



JELLY BEAN
17 Bit Software,
Disk 2760

This is a bit of a rip-off as far as game ideas go, but it looks nice and actually plays very well. It's really a bit of a cross-breed from tons of puzzle games that we've seen over the past few years, but mainly it smells of One Step Beyond.



Being a little jelly bean, you have to jump around an isometrically viewed world of stepping stones, changing their colour in a Q-Bert fashion. You have a starting position and and end block to be reached, but you can only land on that end block once all the other blocks have been changed, (oh, and did I mention that once you've changed a block's colour, you can't jump on it again?) It's not easy to complete and requires more than just a bit of forward planning.

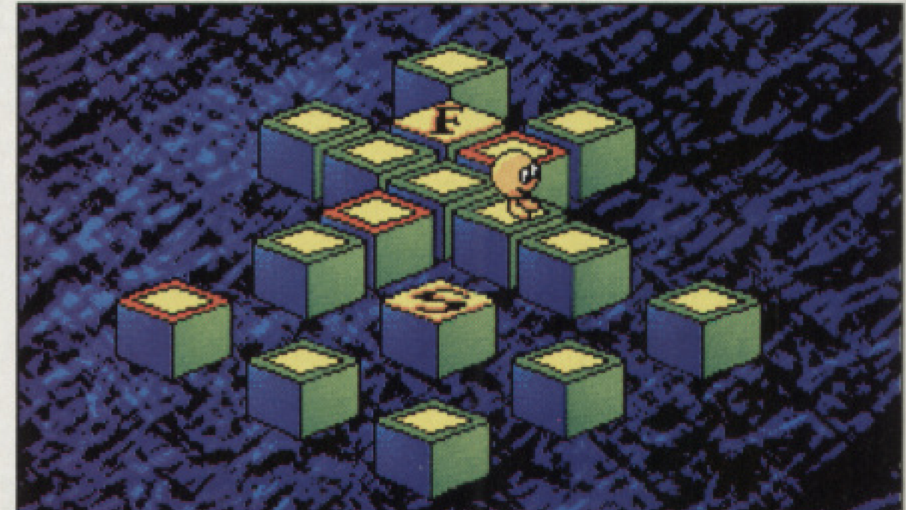
To start with, the level layouts are nice and easy, but it doesn't take long before the game introduces more and more blocks, in more and more nasty positions. Just as in One Step Beyond, Colin... er, I mean Jelly, can jump either one or two blocks at a time so you need to plan the level out first (oh, I don't suppose I've mentioned the strict time limit either have I?)

Just as in One Step Beyond, (that sounds familiar) there are a number of different blocks that effect the way each level must be played. Jumper blocks send Jelly off in specific directions, while teleporter blocks will send him across the level. Some other blocks, when stepped on, alter the colour of surrounding blocks; surround blocks will alter any blocks touching them, while column blocks will change anything in that particular, er, well, column, really.

A password system has been included to save you having to wade through earlier levels in subsequent games, while both soundtracks and backgrounds change to keep things from appearing too repetitive. Various collectible items fall into the 'Jellyzone' and add that extra incentive, but to be honest, you're better off just concentrating on the matter in hand.

Not for the impatient or mentally disadvantaged, but a nice little puzzler!

OVERALL 







ROAD TO HELL
PD Soft
Disk 3287

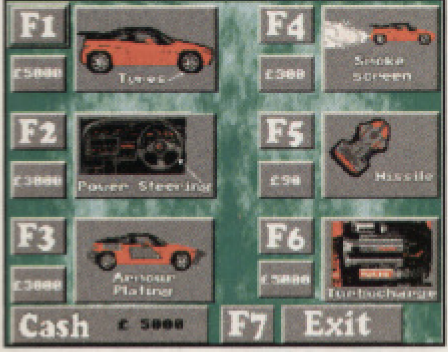
"Well I'm standing by the river, but the water doesn't flow, it boils with every poison you can think of."

Although the title may lead you to believe that this is a LucusArts adventure based upon the hilarious antics of that crazy rock person, Chris Rea (a lot of scope obviously), it is in fact an excellent Overdrive-ish game. There's no real point in me going on and on about it in detail because it's pretty simple to understand - especially if you're familiar with games like Super Cars 2 and Overdrive.

You can buy smoke screens and missiles for your car, along with power steering, armour etc and before you know it you're off to take part in either single races or one of a number of tournaments. The smoke screens are fired by pulling back on the joystick, leaving your opponent well and truly stuck, while missiles can be let loose by pushing forward - and I'm sure I don't need to tell you what they do!

In single-player games you can view the race from above as either a full screen with you in the centre, or as a split screen, but that's about it. The game's default speed is actually a bit fast but if you slow it down a bit it becomes an incredibly playable little game.

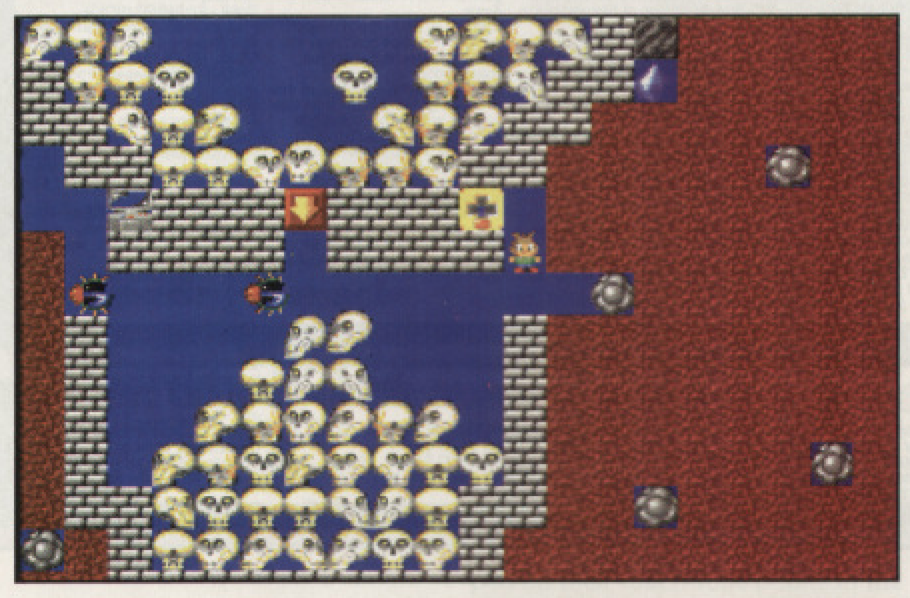
The car is quite responsive and although it suffers from a fair amount of skidding, it's easy to control after a short while. The computer opponents aren't exactly the toughest you'll ever come across and in general you'll have more problems negotiating the track layouts. However, because these tracks are fairly straightforward you can concentrate on attacking the computer opponents. It's nice to be able to beat someone for once!



The tracks get more and more silly as the tournaments progress and you end up spending more and more time just crashing into walls if you go to fast - one of the reasons why it's a good idea to purchase some armour early on.

The presentation is very good throughout and an instruction option takes you through all aspects of the game. This is a brilliant little racer and a worthwhile addition to your collection if you have neither the inclination or the money to buy Overdrive.

OVERALL 89%



ROBOULDIX
Telescan

PD Zone has been a fairly nostalgic flavour this month and this theme continues as we take a look at what must be one of the most imitated games of all time. And I think you can see what game I'm talking about from the screenshots.

Boulderdash was a major success a number of years ago, and has been more than adequately covered in PD releases ever since, but this one particularly caught my eye.

Just in case you're not familiar with Boulderdash then let's explain what the gameplay entails. You are a gent who has to work his way through an area of underground caverns, recovering diamonds whilst avoiding falling rocks, not to mention the vast number of strange creatures that inhabit the underground world. Most of the PD clones have concentrated on producing exact copies, but Rebouldix actually does a pretty decent job of tarting it up with a good number of original ideas.

The first, and most obvious change, is the presentation. The music, sound and graphics have been given an fresh lick of paint and shine very brightly indeed.

Rocks no longer just fall with the threat of a crushing, but now also explode and create a number of extra boulders whenever they drop more than a couple of blocks. Barrels of TNT set up chain reactions, while different coloured balls do anything from fill in caverns to set explosions that follow the outline of a wall, destroying anything in its path. Different values of diamonds are also now on offer, with the highest valued ones requiring some serious planning to get to.

It's an old idea I know, but thanks to the improved baddies, door systems (controlled by a joystick icon on screen) and tons of other goodies, it's certainly worth a look if you fancy a trip down memory lane. Especially if you've ever wondered what memory lane would look like with a dazzling new look (and a live band).

OVERALL 89%



SLIME
17 Bit Software,
Disk 2768

Once upon a time (and you know you're in trouble when I start like that) there was a boxer dog called Punch, who was loving and friendly. The only problem with Punch was that he slimed!

Yes, spit and dribble flowed from Punches mouth to the point where his owners were forced to wear raincoats and welly boots at all times. Until, that is, the neighbours petitioned for Punch to be destroyed after he got too affectionate with a poodle and drowned it with his spittle. The family could not bring themselves to do such a dastardly deed, so they built him an underground kennel which was, unbeknown to all, right next to a sewer which carried the waste from a nearby nuclear station. Waste and slime met, and the micro-organisms mutated into a fast-breeding strain, feeding on sewage until the awful green ooze welled from manholes and drain covers. Something had to be done.

Thankfully, professor J Lathan came up with a new invention - The Slime Compactor, and now it's down to you to rid the streets and sewers of the foul clag.

This game actually reminds me of a number of games from years gone by, primarily 'Worse Things Happen At Sea' from the old Spectrum, and 'Hover Bover' from the CBM64. You carry the slime-slurper (an overgrown hoover) on your back and basically you have to suck up all the slime you find, the only problem being that it keeps multiplying and spewing out of uncovered drains. It's here that the becomes almost exactly like WTHAS, as you have to collect plugs to stop the flow, whilst keeping on the lookout for fresh tanks to dump the collect slime in because your slim-slurper only has a fixed capacity. Doorways need specific keys to pass through, while maze-like corridors keep you running backwards and forwards like a nutter as you try to keep the slime under control.

Bombs and blocks are also strewn around the levels, and can be used to trap and, fairly obviously, blow up areas of slime as it tries to cover the world in its hideous discharge (eerrgg!!).

The game looks and sounds pretty basic (but then again so did most of the Spectrum games, as I remember!) but it has such a frantic pace that it really is a good giggle. The collectables are hidden under blankets of spit for most of the time so you have to hoover away like mad just to find the plugs, and then try to keep the drains clear long enough to bung 'em up.

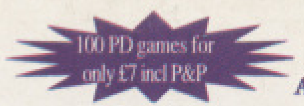
Slime is very simple in both idea and presentation, but an excellent reminder that all that glitters is not gold. Have fun.

OVERALL 84%

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A day in the life of GAMES WORLD LIVE!

After last month's vomit-inducing debacle we kick off our new and occasional look at various computer-related individuals' and companies' working days. Simon Byron keeps his trousers firmly up as he spends roughly ten hours with the people who produce Games World Live!

Every weekday at 6 o'clock Games World is transmitted, via the Astra Satellite, into the homes of anyone fortunate enough to own a SKY dish. There are five incarnations of Games World and each takes a different approach to the subject of computer gaming. Big Boy Barry's Joypad is transmitted on Tuesdays and is a jamboree of features and reviews; Monday and Wednesday are Eliminator nights where contestants compete in a number of game challenges, with the winners taking on the might of the Videators (the computer equivalents of the Gladiators) in Friday's Beat the Elite. Thursday's Games World Live!, where gamers challenge each other over the phone, is the only night broadcast 'as it happens', the others having been pre-recorded before they're shown.

Games World Live! is transmitted from two locations; the studio itself where the proceedings are ably handled by the presenter, Jeremy Daldry, and an outside broadcast, beamed straight from the home of the previous show's overall winner. Throughout the show, viewers are randomly selected from the phone-lines to play a video game against a member of the three-strong team at the outside broadcast, the winner being the person to have amassed the most points over a specified time limit or, if they're playing a combat game, the last player standing. These games differ every month so the contestants never know what they'll be playing.



Don't let it be said that I don't write interesting and infomative captions.



Jeremy relieves the tedium by playing a game of hide-and-seek with himself. We can see you!



"I'm raving, I'm raving.." sings the bloke behind Jeremy.

But unlike the rather naff Maggot Moments, CBBC's phone-in computer game challenge, the contestants don't bark their commands to someone in the studio. By using the keypad on their touch-tone phone in the same way as a joypad they can play virtually any game on any format because the phone's different pitched tones are converted, via an Amiga, into commands the computer or console can recognise.

After each member of the team has played a telephone challenge, the three winners compete in an eliminator, with the two contestants who have obtained the highest scores taking part in a timed quiz. The winner of this rapid-fire questions-and-answers session is then deemed champion and picks up a prize as well as the opportunity to form a team and have next week's show broadcast from their home.

Phew. Now that you pretty much understand the format of the show, let's take a look behind the scenes and find out what really goes on.

9.00 am, Thursday 28th October

I arrive at Hewland International's HQ at London's Docklands, a little tired (it's an early start for me, you know). Stephen Carsey, the show's producer, and Vinny Ward, the Games Researcher, are already hard at work, having started their day an hour earlier.

"We usually begin the day at ten o'clock, but every Thursday we tend to start a little earlier because of the amount of things we have to sort out for the live show," Steve explains.

There is a lot that can go wrong during transmission and although you can't predict acts of God, you can do your damndest to ensure that everything is as fully-working as possible. Vinny checks every piece of equipment and each game (with back-ups, if possible) while Steve makes a few minor alterations to the script.

Tonight is a Halloween special, and the team have prepared pumpkins and ghoulish props to place in the background of the set. They were hoping to do the same for the outside broadcast but it turns out that last week's winner is the son of a Clergyman who's not too happy about having all kinds of what he perceives as anti-religious items in his house.

"It's little things like this which you can't ever hope to predict," admits Steve, "but we usually work round them."

Another thing they couldn't have predicted is the non-appearance of the Mortal Kombat cartridge. The game has been borrowed for use in another edition of Games World and the person looking after it has failed to turn up. British Telephone's profits are increased tenfold as Steve tries frantically to get hold of the troublemaker, all to no avail.

"I've got a bad feeling about this show," Steve mutters to himself, "but that's nothing new."

He should be worried - it's the first time they're using the word 'crap' on-air. The Clergyman isn't going to like that.

A day in the life of ...

GAMES WORLD LIVE!



Lights... Camera... Action... Cue Jeremy... Or something like that, anyway.



Due to studio cut-backs, there's only one beverage between the whole crew. "Go on - you nick his cup of coffee," says the Floor Manager. "Geroff - Jeremy's quite tough," replies the Runner.

10.00 am

Steve's not-plush-looking car is loaded with most of the equipment (consoles, computers, tellys, leads, etc) and we set off to Sky's studios in Middlesex. One additional item the show is incorporating tonight is a fax machine so that viewers can send messages into the studio to be read out on-air.

"We're always coming up with new ideas to make the show just that little bit different, and because it's totally live, we're able to," enthuses Steve during one of the frequent traffic jams. "That's what I like about live TV - it's totally immediate and although it can be a headache to produce it's far more exciting and rewarding at the end of the day."

The journey is peppered with tales of mishaps which have happened during the previous shows. Last week the Satellite link went down just as the show was coming to a close and on another occasion the Neo Geo packed up two minutes before transmission.

"We were lucky that night," admits Vinny, "all I could do was power everything down and restart it again, which fortunately solved the problem. I'm not sure what we would have done otherwise."

11.30 am

After an hour and a half of being wedged against a box of pumpkins, I'm finally given the chance to exercise my legs as we arrive at Sky and begin unloading the car. By now the set is virtually fully assembled and various blokes are wandering around with cobweb spray for that authentic Halloween look.

There are already a few problems. The usual Vision Mixer is off ill so a new one has been drafted in and he's never seen the show before, let alone worked on it... There will be problems attaching discrete microphones to the Mortal Kombat stars, tonight's guests, because one of them is bare-chested... The fax machine needs a telephone extension... It all sounds like Headache City, if you ask me.

In the sound room things are well underway. The Sound Supervisors have dug up some chilling sound effects labelled, amongst other things, 'Woman carrying on a bit' and 'Big scream'. Steve listens to them all before deciding which ones to use.

Vinny begins assembling the vast array of consoles and computers directly behind the set, out of sight. He's responsible for the software which converts the telephone signals and also ensuring that each game is primed and ready to go whenever the Director requires it. The display of technology is quite frightening, even though it's all perched on precarious-looking trestle tables.

Mortal Kombat hasn't turned up. A trip to Curry's is a distinct possibility.

12.00 noon

More people arrive in the studio and begin busying themselves with the mundane tasks of checking that all the cameras, microphones and leads are in working order. Zoe the Production co-ordinator enters the Gallery baring a pile of fruit for the bigwigs to tuck into. This injection of vitamin C helps "diffuse the tension," mumbles Pete the Director before popping another grape into his mouth.

The ongoing fax palaver takes another twist. Someone has pointed out that holes will have to be drilled through Jeremy's desk in order for the wire to be concealed. A handy man is duly dispatched.

Stefan the Lighting Director strides into the Gallery, pinching a banana en route. "Too many of these and I turn into Bananaman," he grins before dropping his knees in front of Pete the Director and shouting, "I'm not worthy." This isn't a TV studio - it's a loony bin.

12.10 pm

Zeo the Production Co-ordinator arrives with a pile of scripts. Steve talks Jeremy through the various links he has to do throughout the show and Jeremy tweaks bits here and there and adds assorted gags to suit his particular style. The semi-finalised script is then handed over to Judith who begins typing it in to the autocue.

Pete the Director works out the individual camera shots and explains the visual effects to the new Vision Mixer, who becomes increasingly perplexed as time goes by.

Behind the set, Vinny is shaking his head. Yes, the Neo Geo is playing up once more. "I can't believe it's gone again," murmurs Vinny before submerging himself in a sea of wires.

Still no sign of Mortal Kombat.

1.00 pm

Rehearsals start. The four games which will be used for the challenges are played through so that the Director can work out where to place the framed pictures of the contestants at the Outside Broadcast. Once this has been sorted, thirty seconds of the game are recorded so that an excerpt can be played as Jeremy explains the challenges to the watching nation later on this evening. All is going well until a workman wanders over to Vinny's desk and ignorantly removes a plug from the wall. Even though the Gallery is thoroughly sound-proofed you can still hear the Director scream as the power is drained from the computers. The workman's grunted apologies do little to appease anyone.

However, amongst all this despair, a ray of light shines on the fortunes of the crew. Mortal Kombat has finally arrived.

2.00 pm

Jeremy begins rehearsing the Games World Live! advert to be played before the show's transmission. "Join me at 6 tonight for fiendish fun and ghoulish games," he says in his TV voice.

Even though this ad is to last approximately twenty-five seconds, it takes a remarkably long period of time to be filmed. The Director makes frequent trips from the Gallery to the studio floor and adjusts the positions of the pumpkins and candles. Although it is perhaps a little unfair of me to judge (I've only been on TV once and I was crap), I can't help wondering how the actual live transmission will go if they can't even film a twenty-five second ad.

4.00 pm

Full rehearsals begin in earnest, as does the general commotion. The Floor Manager races around the studio, directing people to their respective positions and shouting via the 'talkback' to the Director who's still in the Gallery. A couple of Runners (the type who assist the studio's bigwigs, not the athletes) stand in for the Mortal Kombat stars who still haven't arrived yet. The only person not running around panicking is Jeremy who remains at his TV desk cracking gags. "Twenty quid more and they could have got Tim Boone," he laughs.

Half an hour later and they haven't even made it past the first ten minutes of the show. The script is altered once again and the changes passed back to the autocue operator who frantically types them into her computer. All the OB bits of the show are simulated by a blank TV screen and a pause for thirty seconds or so because the satellite link has yet to be established.

4.40 pm

Liu Kang and Johnny Cage, the Mortal Kombat, stars arrive and are told what will be required of them. The Director wants the pair to stand behind Jeremy and mime punching moves as the Mortal Kombat trailer

is being played so that when the shot cuts back to Jeremy it looks as if they've jumped out of the screen and into the studio. Then, after a brief chat, they are to launch into an improvised fight in the background. No problem, they reckon.

As this part of the show is rehearsed it becomes apparent that the two have no idea of what makes live TV tick. Their impromptu fighting scene is accompanied by loud whoops and hollers, meaning that Jeremy can't be heard over all the commotion. They're so embroiled in their own little world that the scenery begins to rattle and the Floor Manager is instructed to ask the to pipe down. The countdown to transmission continues...



Before the transmission, the two Sound Supervisors recount their fishing tales. "I tell you, it was THIS big and I've got a bloody great scar to prove it," boasts the bloke on the left. "Blimey, I wish I was you," admits the bloke on the right before inviting himself round for Sunday lunch.

5.10 pm

Forty minutes later than timetabled, the Satellite link is established and rehearsals are restarted from the top with the OB's bits now beamed into the studio. This is the first time that the crew get to see both bits of the show together - and this only fifty minutes before Games World Live! is due to go on air.

Even the game challenges and telephone conversations are rehearsed, with Steve assuming the roles of all phone-in contestants and playing the games using a phone from the Gallery. This allows Vinny to check the equipment once again, as well as giving Jeremy the chance to respond to unrehearsed conversations.

5.45 pm

Rehearsals come to an abrupt halt as a few last-minute difficulties are ironed out and the make-up team powder Jeremy's nose.

There's a problem with the Quiz questions. The autocue operator has missed out one poser, putting all the accompanying video clips out of sync. Unfortunately it's the ("run") VT Operator who takes most of the flak before the real root of the problem is discovered.

As the digital clock displays 5.57 (four minutes to go!), a hush descends over the Gallery, save for Steve reiterating an earlier thought. "I've got a bad feeling about this," he murmurs. No-one else hears apart from me.

6.00 pm

The show is actually transmitted at one minute past six, although the Gallery erupts into a cacophony of assorted commands precisely a minute beforehand. Forty seconds later, someone begins a countdown as the Director lines up the opening camera shots. Just as the countdown reaches "six", someone shouts out, "this one's for the Queen mother." Everyone is still laughing over when the Director shouts out, "run VT."

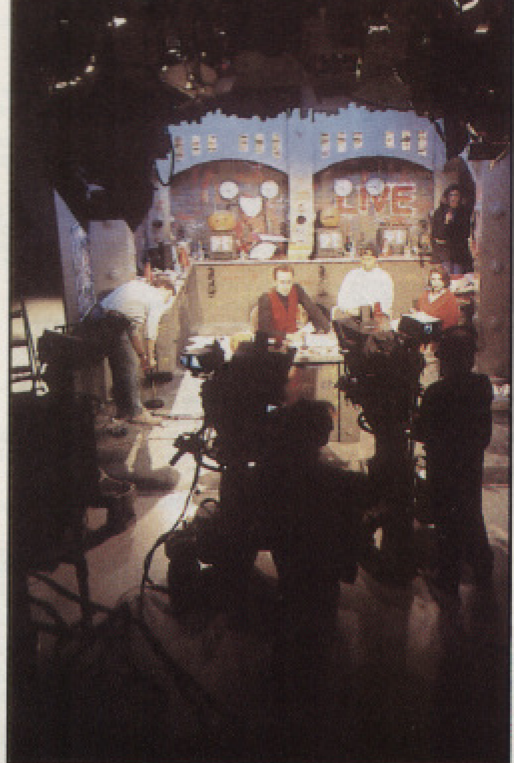
Although the TV listings state that Games World Live! runs for thirty minutes, the actual duration is twenty four, allowing for adverts. Once you're perched in the Gallery, though, it feels as if you're in a time machine. Even though every second is absolutely crucial, the time passes in a flash and before you know it everyone is congratulating everyone else as the show draws to a close. Remarkably, everything went without a hitch and the show was generally regarded by most (including me) to be a fine example of how live TV should be done. There were a few minor hiccups - at one stage they were thirty-five seconds over time (gulp!), resulting in a hastily truncated chat with the Mortal Kombat stars who couldn't promote their game as thoroughly as they'd like; Jeremy couldn't quite hear the viewers' quiz answers at the end of the show ("Sorry, that's wrong," he'd respond, only to have Steve correct him through his earpiece); a few of the on-screen scores we're mistyped, but nothing too major.

As everyone begins to pack away the set with remarkable efficiency (the studio is virtually cleared by five to seven), I'm handed the fax machine to stick in the boot of Steve's car. When I enquire why they weren't able to use it, Steve tells me that SKY wouldn't let them use that particular phone line. All that worrying for nothing. Makes you sick, doesn't it?

And the overall verdict? "Not bad," reckons Steve as we make our way back into central London, already contemplating next week's show (a Bonfire Night special). Still, only another 22 shows to do...



Vinny (left) is so mulit-talented he can sort out all the show's technical equipment whilst listening to the latest Take That album on his Walkman.



This is what it looks like if you stand on a ladder behind the cameras.

BACK ISSUES











Being a person of discerning taste you are no doubt a regular reader of The One, the bible of all that's tops in the heady world of Amiga games. But even so there may well be embarrassing gaps in your collection. Maybe you didn't start reading The One until recently, or perhaps you didn't start reading at all until recently or maybe the newsagent simply ran out of stock - in which case why didn't you place an order?

Whatever, here's your chance to fill in those gaping voids in your magazine-related life. Below you'll find listed all those lovely issues of The One stretching back to May of last year, complete with detailed descriptions of their contents. Be warned that many of them have sold out - we're just so damn popular!

To order simply fill in the coupon below, write out a cheque/postal order for the required amount and send it to: The One Back Issues Dept, Tower Publishing, Sovereign Place, Lathkill Street, Market Harborough LE16 9EF. For more info call: (0858) 468811.

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JUNE 1992
ON THE DISKS! Playable demos of Indy IV arcade game, Pushover and Striker, F1GP cheats plus two PD games: Team 17's Waggle-O-Mania and Galaxians!
WIPPED! Premiere, Zool, Galactic and Rookies!
REVIEWED! Sensible Soccer, Jaguar XJ220, Floor 13, The Addams Family, Wizkid and many more!
TIPPED! Complete player's guides to Harlequin and F1GP and the second part of the Shadowlands solution!
PLUS! Team 17 interviewed plus preview round-up! Free Ocean badge!

JULY 1992
ON THE DISKS! Playable demos of Red Zone and Galactic plus FIVE complete PD games: Battlements, Dragon Tiles, MegaTron, Omega Race and Hollywood Trivia!
WIPPED! Lotus 3, Wing Commander and The Carl Lewis Challenge!
REVIEWED! Lure of the Temptress, Monkey Island 2, Ishar, Striker, Championship Manager and many more!
TIPPED! Player's guides to Parasol Stars, Epic, John Madden Football and Eye of the Beholder 2!
PLUS! The One games challenge! Free Dune poster!

AUGUST 1992 - SOLD OUT!

SEPTEMBER 1992
ON THE DISKS! Playable demos of Premiere, Tiny Skweeks and Match of the Day, Flashback preview and three PD games: War, Nebula and Croak!
WIPPED! Second Samurai, Flashback and more on Frontier: Elite 2!
REVIEWED! Premiere, MegaTraveller 2, Guy Spy, Fascination, Shadow of the Best 3 and many more!
TIPPED! Player's guides to Graham Taylor, Civilization and Fire & Ice (pt 2) and the on-going complete solution to Monkey Island 2!

OCTOBER 1992
ON THE DISKS! Three disks this month, containing playable demos of Assassin, KGB and Fireforce plus 2 PD games: Cybernetix and Sub Attack!
WIPPED! The Chaos Engine, Legends Of Valour and the final instalment of Frontier: Elite 2!
REVIEWED! Putty, The Humans, Aquatic Games, Lotus 3, Zool, Troddlers and many more!
TIPPED! Player's guides to Dune and Lure of the Temptress, the start of a complete solution to Eye of the Beholder 2 and the last part of the Monkey Island 2 solution!
PLUS! Those end-game sequences revealed! Westwood Studios interviewed!

NOVEMBER 1992
ON THE DISKS! Playable demos of The Chaos Engine and Lionheart plus five PD games: Revolution, Bridge Ball, Flag Catcher, Biplanes and Tank Attack!
WIPPED! Street Fighter 2, Gunship 2000, Darkmere and Desert Strike!
REVIEWED! Wing Commander, Shadoworlds, Road Rash, Curse of Enchantia, Legend of Kyrandia, Assassin and many more!
TIPPED! Complete solution to Hook and the second part of the Eye of the Beholder solution!
PLUS! Sensible Software interviewed!

DECEMBER 1992
ON THE DISKS! Playable demos of Sensible Soccer V1.1, No Second Prize, McDonalds Land and Creatures plus a preview of Street Fighter 2!
WIPPED! Superfrog, Star Trek and WWF 2!
REVIEWED! Legends of Valour, No Second Prize, McDonalds Land, BC Kid, Nigel Mansell, Lethal Weapon and many more!
TIPPED! Player's guides to Zool, Putty and Wizkid plus the last part of the Eye of the Beholder 2 solution!
PLUS! The A1200 revealed! Richard 'Mr Music' Joseph interviewed!

JANUARY 1993
ON THE DISKS! Psycho Game - a complete game specially written for The One by Bullfrog - along with playable demos of Gunship 2000 and Dalek Attack plus a preview of Archer Maclean's Pool!
WIPPED! Microcosm and Dracula on CD, Dune 2 and Superhero!
REVIEWED! Indy IV graphic adventure, Street Fighter 2, Cool World, KGB, Waxworks and many more!
TIPPED! Player's guides to Assassin and Wing Commander, the start of a complete Legend of Kyrandia solution and a complete solution to Dizzy: Prince of the Yolkfolk!
PLUS! 1993 previewed! The One awards! Stunning Dave Gibbons cover!

FEBRUARY 1993
ON THE DISKS! Playable demos of Darkseed, Universal Monsters and Superhero!
WIPPED! Space Hulk, Chuck Rock 2 and Ambermoon!
REVIEWED! The Chaos Engine, Dragon's Lair 3, WWF 2, Darkseed, Sleepwalker and many more!
TIPPED! Player's guides to Street Fighter 2, Sensisoccer V1.1, Sabre Team and Fireforce plus the on-going Kyrandia solution!
PLUS! Commodore's ex-boss Kelly Sumner interviewed!

MARCH 1993
ON THE DISKS! Playable demos of Superfrog, Flashback, Prime Mover and Woody's World, plus a complete PD game: Oblivion!
WIPPED! Liberation: Captive 2, Woody's World, Ishar 2, Blastar and amny more!
REVIEWED! Body Blows, Lionheart, Flashback, Transarctica, Walker, Lemmings 2 and many more!
TIPPED! Player's guide to Legends of Valour, complete solutions to Indy IV adventure and Future Wars and the last part of the Kyrandia solution!
PLUS! Ten good reasons to buy an A1200 now! Dino Dini interviewed!

APRIL 1993
ON THE DISKS! Playable demos of FA Premier League (collector's item!), Abandone Places 2 and Beavers, plus two PD games: Transplant and PacMan Deluxe!
WIPPED! Batman Returns, Cyberspace, James Pond 3, The Lost Vikings and many more!
REVIEWED! Superfrog, Arabian Nights, Chuck Rock 2, Abandoned Places 2, Desert Strike and many more!
TIPPED! Complete solutions to Darkseed, Dragon's Lair 3 and Indy III, plus the start of player's guides to KGB and Bill's Tomato Game!
PLUS! X-Wing on Amiga revealed (but it's actually an April Fool's joke).

MAY 1993 - SOLD OUT!

JUNE 1993
ON THE DISKS! Blaster!, a specially-written full game for The One, plus a playable demo of Nippon Safes and two complete PD games: Alien Bash and Tractor Beam!
WIPPED! Bubba 'n' Stix, Realms of Darkness, Innocent Until Caught, Maelstrom and many more!
REVIEWED! Goal!, Super Cauldron, Ancient Art of War in the Skies, Legend 2, The Lost Vikings and many more!
TIPPED! Player's guide to Lionheart and Chuck Rock 2 plus the completion of the solutions to KGB and Chaos Engine!
PLUS! We tell you how to get into the software business!

JULY 1993 - SOLD OUT!

AUGUST 1993
ON THE DISKS! Trex Warrior, a full game from Thalion written specially for The One, plus a playable demo of Ishar 2 and Snakes and a complete PD game: Wibble World Giddy!
WIPPED! Total Carnage, TFX, Beneath the Steel Sky, Utopia 2, Brutal Sports Football and many more!
REVIEWED! Deep Core, Sim Life, Whale's Voyage, 1869, Battle Isle '93 and many more!
TIPPED! Player's guide to Dune 2, Gunship 2000 and Reach for the Skies, the Abandoned Places 2 complete solution continues while the World Of Legend solution starts!
PLUS! The CD32 is unveiled! Arnie's raw deal!

SEPTEMBER 1993
ON THE DISKS! Playable demos of Overdrive, Bubba 'n' Stix, F117a Stealth Fighter 2, Deep Core and Suburban Commando!
WIPPED! Last Action Hero, Micro Machines. Alfred Chicken, Theatre of Death. Seek & Destroy, Oscar and many more!
REVIEWED! Soccer Kid, Hired Guns, Diggers, Premier Manager 2, Yo! Joe!, Blob, The Patrician and many more!
TIPPED! Complete player's guide to Syndicate and War In The Gulf, a complete solution to Transarctica, the start of an Ishar 2 solution, the ongoing Abandoned Places 2 and Worlds Of Legend sagas!
PLUS! More CD32 info!

OCTOBER 1993
ON THE DISKS! Playable demos of Space Hulk, Alfred Chicken and Burning Rubber!
WIPPED! Mortal Kombat, Dreamweb, Elfmania, Evolution, Wonder Dog, F1 and many more!
REVIEWED! Space Hulk, Jurassic Park, Overkill, Micro Machines, Alfred Chicken, Blastar, Disposable Hero, Burning Rubber and many more!
TIPPED! Complete player's guide to Diggers, Beastlord, Wibble World Giddy, The Patrician, Goal! and more on the Ishar 2 and Worlds of Legend solutions!
PLUS! It's ECTS time again!

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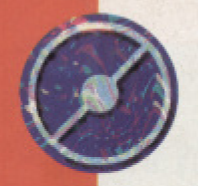
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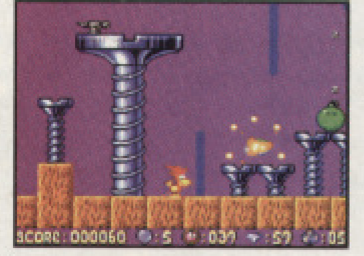
Hey, you can tell Christmas is coming can't you? How? By the fact that there are Easter Eggs in the shops! But seriously folks, there's no time to waste - you've got to get that present list up the chimney to Father Christmas as soon as possible before all the other little brats do or you might get missed by the sleigh on the big night. But writing out all those names of the games you want is such a chore, so here's a handy hint for you: Rip out this here Recommended section, circle all the top titles you require with a big red marker pen and send it to Santa. It's as easy - and as simple - as that...

Alfred Chicken

86%

Publisher	Mindscape
Issue Reviewed	October 1993
Memory	1Mb
Price	£25.99

Although not as good-looking as some of the recent flock of platform games, Alfred scores over many of its rivals by simply being incredibly playable. There are tons of secret rooms and bonuses to find and, generally speaking, you'd be hard pushed to find a better no-nonsense platform romp.



Arabian Nights

90%

Publisher	Krisalis
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

Yes, Arabian Nights is yet another platform game, but don't yawn and turn over the page because this one is really something rather special. It's fast, looks good, sounds terrific and plays superbly, but on top of that it's got some excellent 'arcade adventure' aspects to add a touch of depth. Smart stuff all round.



Archer Maclean's Pool

90%

Publisher	Virgin Games
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

When Jimmy White's Snooker was released, the public lapped it up in droves. Archer has used the same game engine to produce a game which is arguably better than Snooker due to the fact that Pool is a more accessible and easier to play sport. If you missed out on JWWS then you'd better pot this 'un.



Assassin

92%

Publisher	Team 17
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99

Assassin is a Strider-based arcade shoot-'em-up which blows the rest of the rest of the feeble attempts clean out of the water. With perfect control, five massive levels, gorgeous graphics, inspiring sonics... Need we go on? Assassin should be in everybody's software collection, now!

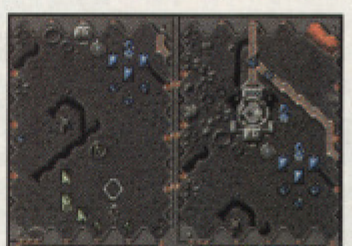


Battle Isle '93

89%

Publisher	Blue Byte
Issue Reviewed	August 1993
Memory	1Mb
Price	£29.99

If you like Battle Isle then you'll love this. It's basically more of the same but with an enhanced control interface ripped from Historyline. Once again you have to pit your armies of tanks, troops and spacefighters against the enemy hordes. For those of us who never thought we'd enjoy a strategy game it's a godsend.



Body Blows

92%

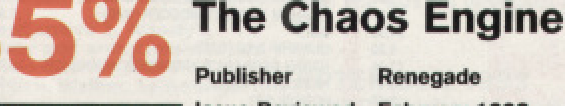
Publisher	Team 17
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

You've read the hype and we've had the phone calls but now, at last, Body Blows is here. And - yes! - it is better than Street Fighter 2. The graphics and sound are as excellent as you've come to expect from Team 17, and the fumpin' gameplay is fast and furious. Every Amiga gamer, beat-'em-up fan or not, will love this.



The Chaos Engine

85%



Publisher	Renegade
Issue Reviewed	February 1993
Memory	1Mb
Price	£25.99

It's been an age in the making but the wait has just about been worth it. TCE is basically Gauntlet with knobs on - but what knobs! Computer-controlled, artificially-intelligent second player, music that changes with the action, RPG-like character development, the list goes on. Great fun, all in all.

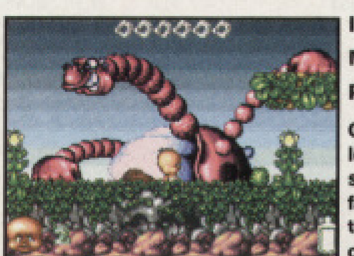


Chuck Rock 2

86%

Publisher	Core Design
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

CR2 stars baby Chuck Jnr in a perilous trek across loads of gorgeously-detailed and heavily-parallaxed scrolly levels in an attempt to rescue his dad, the famed Chuck Rock. Although familiar platform stuff, the huge, imaginatively-drawn baddies and tongue-in-cheek humour makes this a winner.

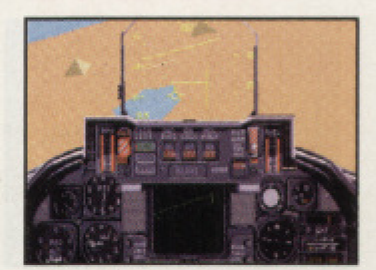




Combat Air Patrol

89%

Publisher	Psygnosis
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99

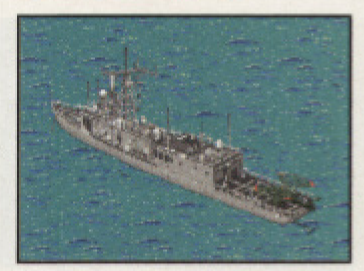


In the same month we review Desert Strike along comes the similarly Gulf War-inspired Combat Air Patrol. It's a flight sim with its eye firmly on playability rather than rigorous technical accuracy, so while it may not impress the sim hard-liners the rest of us will have a whale of a time. The 3D, by the way, is great.

Desert Strike

93%

Publisher	Electronic Arts
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99



Definitely EA's best Megadrive-to-Amiga conversion yet, DS has you flying a state-of-the-art attack chopper around hostile desert territory. It's a thinking man's shoot-'em-up basically, with excellent graphics and sound and flawless playability. A classic, and actually better than its Megadrive inspiration.

Dune 2

90%

Publisher	Virgin Games
Issue Reviewed	July 1993
Memory	1Mb
Price	£30.99

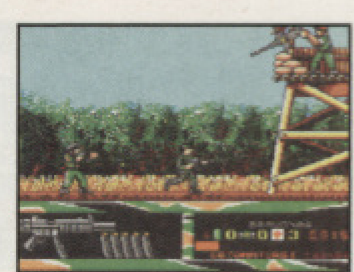


From Westwood, the people who brought you the equally recommended Kyrandia, comes this, a very playable and beginner-friendly strategy game in the Sim City mould. Harvest spice, fight rival Houses, become ruler of Arrakis and have fun. This is good stuff for strategy buff and novice alike.

Fireforce

90%

Publisher	ICE
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

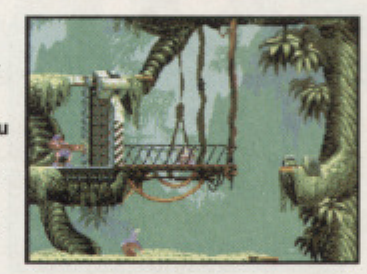


Yet another blast from the past, Fireforce has distinctly Green Beret origins. Who cares where it comes from when the end product is this good? Violence and more violence (with some distinctly realistic throat-slitting) make this horizontally scroller a game which you should hide from your granny.

Flashback

93%

Publisher	US Gold
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99



Flashback is from the French geezers wot brought you Another World. If truth be told it's not quite as stunning as that classic but it's a close run thing. The animation of your character as he runs, jumps and fights his way, Prince of Persia like, through the alien world is superb. A platform game fan's dream.

Indy Jones IV (Adventure)

88%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£37.99



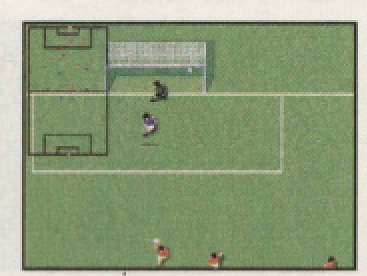


Many consider Indy IV to be the best graphic adventure ever and thanks to its superb graphics and sound, multiple plot paths and marvellous atmosphere they're not far wrong. However, on Amiga the enjoyment is marred slightly by extreme slowness in places and some annoying disk swapping problems.

Goal!

91%

Publisher	Virgin Games
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99



The game that would be Kick Off 3 is finally here and it's a scorcher! While not as instantly accessible as some of its rivals there's a wealth of options that you can toggle on and off to make life easier. In our book it's not quite the Sensi beater that some would have you believe but it's great nonetheless.

Gunship 2000

90%

Publisher	MicroProse
Issue Reviewed	July 1993
Memory	1Mb
Price	£34.99

Have we had to wait for this one! Don't worry, though, it's been worth it. Once again the 'Prose people have come up trumps with what is undeniably THE helicopter sim on the Amiga. Super-fast contoured landscapes, wingmen, oodles of firepower and long-term challenge make this any flyboy's 'must buy'

Hired Guns

91%

Publisher	Psygnosis
Issue Reviewed	September 1993
Memory	1Mb
Price	£29.99



You may not think that you like RPGs but if so then it's likely you haven't played Hired Guns - it truly is an RPG for everyone. Using a Dungeon Master-style control system you must guide four futuristic mercenaries around complexes blasting all and sundry and solving puzzles. It's violent in the extreme - but great fun.

Ishar 2

86%

Publisher	Silmarils
Issue Reviewed	July 1993
Memory	1Mb
Price	£29.99



Yet more adventures in Arborea! The game engine has been tweaked and cleaned up here and there, but technically it's not that much of a leap over what the first Ishar offered. All the same it's good, long-lasting entertainment, even if you can spend too much time wandering around lost.

Jurassic Park

89%

Publisher	Ocean
Issue Reviewed	October 1993
Memory	1Mb
Price	£26.99



An Ocean film conversion with not a platform in sight? Surely some mistake? Nope - taking a pinch of the Chaos Engine and mixing it with a couple of spoonfuls of Legends of Valour, JP turns out to be a game worthy of the licence, with arcade action a-plenty. Deserves to be a smash. Welcome back, Ocean!

The Legend of Kyrandia

93%

Publisher	Virgin Games
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

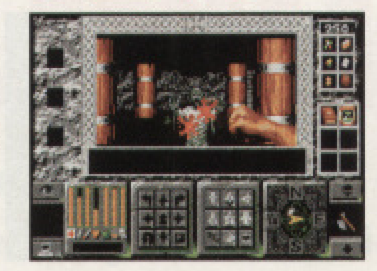


A graphic adventure in the Monkey Island 2 model. As Brandon, your only chance of resuscitating your turned-to-stone Grandad is by defeating the mad jester Malcolm (the best villain to have appeared in an Amiga game yet). Lots of truly gorgeous graphics and an inspired player interface.

Legends of Valour

92%

Publisher	US Gold
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99



LoV uses an amazing graphics engine to generate the most realistic 3D environment you've ever seen! It gives you total freedom of movement in the fantasy gameworld and makes this one of the most atmospheric RPGs yet! Destined to be hailed a classic, you'd be foolish to miss it.

No Second Prize

91%

Publisher	Thalion
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

NSP is arguably the first bike game to actually make you feel like you're astride a throbbing metal monster. Where it scores most over its predecessors is the ease of control the player has over the bike - it's sheer bliss! Virtually faultless, it ranks alongside such other racing classics as Lotus and F1GP.

Lemmings 2

91%

Publisher	Pysgnosis
Issue Reviewed	March 1993
Memory	512K
Price	£25.99



Oh yes! They're back! Topping what must be THE classic game of the last few years was never going to be easy but DMA Design have done a top job. There are fifty new abilities to learn (some Lems can even fly!) and increased player interacton with the scenery. Just as much fun as the original ever was.

Overkill

89%

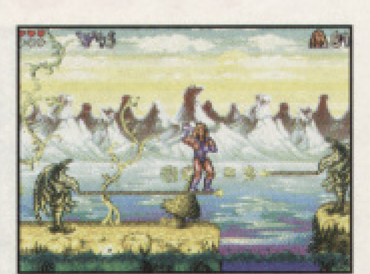
Publisher	Mindscape
Issue Reviewed	October 1993
Memory	2Mb
Price	£25.99

The first A1200-only game which actually makes use of the 32-bit computer, Overkill is the most intense blaster you're likely to come across. It's basically Defender with a few gameplay tweaks so for shoot-'em-up purists it's the computing equivalent of Heaven. May be a bit short for some, though.

Lionheart

91%

Publisher	Thalion
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99



German coders are on a bit of a roll at the moment, what with No Second Prize and now this, a hack-n'-slash platform romp. Boasting some of the most stunning scrolling parallax scenery you've ever seen and tight, addicitve gameplay, this is a terrific title that is an essential part of your software collection.

Premier Manager 2

90%

Publisher	Gremlin
Issue Reviewed	September 1993
Memory	1Mb
Price	£25.99



It's not every day you find us raving about a footy management sim, so when we do you can bet it must be pretty special - as Premier Manager 2 is. It's full of features and options, yet still marvellously easy to get into and play. If you fancy taking your team to the top of the league, here's where to come.

The Lost Vikings

90%

Publisher	Interplay
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

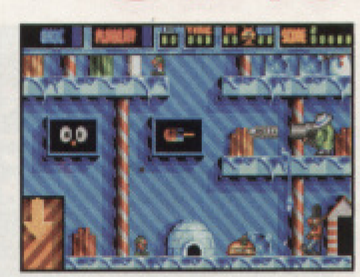


The Lost Vikings is an arcade adventure with a premise very similiar to Gobliiins', i.e. you have three characters under your control, each of whom have different abilities, and you have to use them in the right order to solve puzzles. Fortunately it's far better than that game. Indeed, it's one of the best this year!

Putty

87%

Publisher	System 3
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99

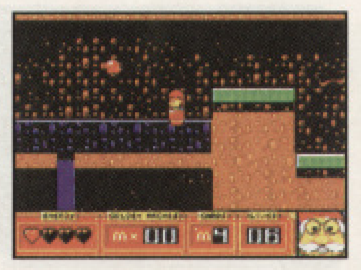


A high-flyer in the charts - and deservedly so. Putty is one of the most original games, let alone platform games, to have appeared in a long time. As a tiny little blue blob, the player has to slip, stretch and absorb his way around umpteen gaudy levels, rescuing robots from an evil wizard's minions. Try it - you'll like it!

McDonalds Land

90%

Publisher	Virgin Games
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99



Yet another attempt to 'do' Mario on the Amiga, this one succeeds thanks to superb playability and some interesting twists on old platforming themes. Of course it's barely got an ounce of originality but who cares when the game's this much fun? Want a great platform game? You got it!

Sensible Soccer V1.1

93%

Publisher	Renegade
Issue Reviewed	June 1992
Memory	512K
Price	£25.99

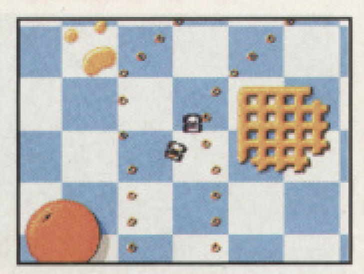


Here at The One we don't care what you or your mates say - Sensi-soccer kicks seven bells out of Kick Off 2. Instinctive control and out-and-out addictiveness make it a joy to play, and the improved goalies in this revised version have produced a game that's near flawless.

Micro Machines

89%

Publisher	CodeMasters
Issue Reviewed	October 1993
Memory	1Mb
Price	£25.99

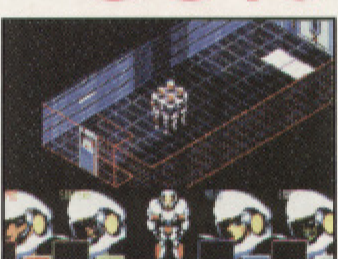


Who'd have thought that the Codies would beat Team 17 in the top-down Grand Prix, but it's true! Although Micro Machines isn't quite as groovy in one-player mode as Overdrive, it compensates for this by having the best two-player action you're likely to see. It's got to be played to be believed.

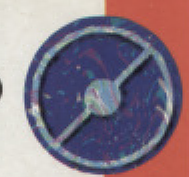
Shadoworlds

88%

Publisher	Krisalis
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99



From the same boys who brought you Shadowlands, Shadoworlds re-employs the Photoscape system to good effect in this Aliens-inspired RPG. The accent's more on action here than the puzzle-orientated Shadowlands and arguably suffers for it - shooting monsters in half-darkness can get annoying at times!

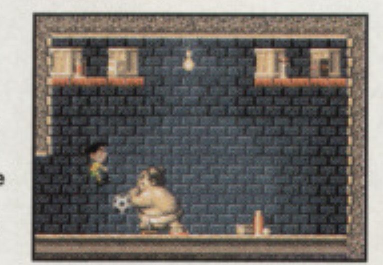


Soccer Kid

93%

Publisher	Krisalis
Issue Reviewed	September 1993
Memory	1Mb
Price	£26.99

Well, well, well. Only four months after we screamed that Superfrog was the best Amiga platform game ever, along comes Soccer Kid and we have to change our tune. It's nothing short of brilliant - gorgeous to look at, sweet on the ears, and boasting some of the slickest gameplay we've seen in a long time. Buy it!



Syndicate

88%



Publisher	Electronic Arts
Issue Reviewed	July 1993
Memory	1Mb
Price	£26.99

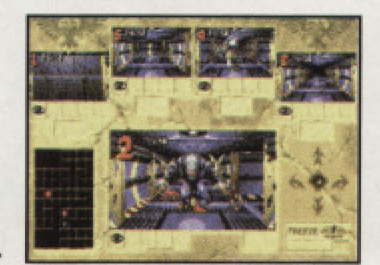
Cross Bladerunner with Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violence gory and realistic. Dead smart.

Space Hulk

91%

Publisher	Electronic Arts
Issue Reviewed	October 1993
Memory	1Mb
Price	£31.99

At last - a conversion of a boardgame that doesn't simply recreate the board using DPaint! Instead, Space Hulk takes all the best bits from the original game and bungs in a whole load of extra computer effects to create one of the most atmospheric strategic-blasters we've seen in ages. Completely ace.



Wing Commander

87%



Publisher	Origin
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

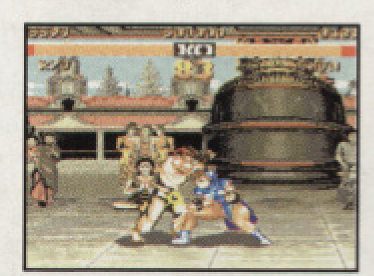
It's the PC-to-Amiga conversion no-one thought we'd ever see, but here it is and it's not half bad. It's got everything the PC version had and is thus just as impressive. Although the 3D can be sluggish at times, the superb feeling of actually taking part in a big space campaign pulls you through the occasional lulls.

Street Fighter 2

89%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£27.99

Street Fighter 2 on the Amiga isn't half bad at all. It's not as smart as the SNES version, agreed, and die-hard fans of the coin-op may be disappointed by some of the graphical omissions like the lack of parallaxed backgrounds, but there's still no denying that this is one of the Amiga's better beat-'em-ups.



World of Legend

92%



Publisher	Mindscape
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

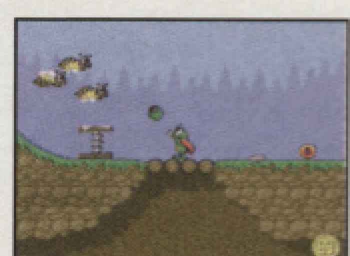
If you missed last year's Legend then you should make up for it right now and get this. It's a superb RPG which uses a near-identical control system. It's got plenty of action and tons of atmosphere. If you're the sort of person who cringes in horror at the thought of RPGs then this will convert you. See also Hired Guns.

Superfrog

93%

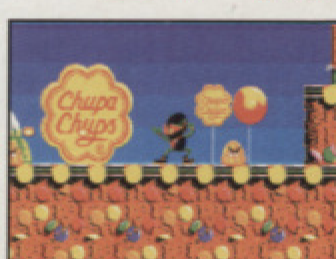
Publisher	Team 17
Issue Reviewed	April 1993
Memory	1Mb
Price	£26.99

Forget Zool - this is the real Amiga 'Sonic-beater'. Like all Team 17's games it looks and sounds marvellous, but the gameplay is what really makes the game shine. From the control through the level design to the difficulty, it's all been brilliantly thought-out. You won't have had so much sheer fun in a long time.



Zool

87%



Publisher	Gremlin
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99

Gremlin certainly cooked up a character to rival even Mario and Sonic in this 'tribute' to the sad consoles. Fast, furious and manic in every way, Zool is a statement to industry that the Amiga can perform as well as the plastic slabs - and better! There's nothing like Zool to impress your mates.

COMPETITION

Yes! It's the quiz of the month! If you fancy your chances of winning one of ten fab-tastic software prizes then you've come to the right place. Just answer the following questions...

(1) How many of the Recommended games begin with the letter 'A'?
(2) How many of the Recommended games begin with the letter 'B'?
(3) How many of the Recommended games begin with the letter 'C'? (Trivial, eh?)

Answers on a postcard or back of a sealed envelope by January 28th to the following address: Recommended Compo 12, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win!

next month

With Simski Byrite

Yo crazee mammas. Next Month is set to change the way games mags are looked upon. Only complete trousers play games all day. So we're here to appeal to all those amongst you with a life! Let meeee kno wot yas fink. Midnight mass respekt. Later.

SIMSKI

HOW KOOL ARE YAS?

We've all worried about it at some time in our lives. Lez face it, even the hippest dudes and dudettes have small moments of insecurity when they're not sure just how happenin' they really are. Well, fret no mo', daddios - just try our simple quiz below to discover whether you're hot or whether you're snot. Later.

1. It's a Friday night and you're not sure where to go, but being an chillin' kinda pers you've decided not to stay in. Do you...

(a) Go out for a nice walk under the stars and contemplate life and its very meaning, shedding an occasional tear for those who are less fortunate than yourself.

(b) Nip down the local yoof club for a few games of hide and seek rounded off by several plastic tumblers of orange squash and maybe a choccy bar or two.

C) Turn your jean pocketz inside out, stick a tea cosy on your head, pop on your Nike-eee sneakerz and shout "Yo!" a lot.

2. What kind of music do you like?

(a) Just the norm, I'd guess. You know, U2, Simple Minds, The Cure, that kind of thing.

(b) That's easy - Take That, Bad Boys Inc, Worlds Apart, NKOTB.

(c) I like my music to have absolutely no tune whatsoever, repetitive lyrics going on about faces and how no two are the same, a grating keyboard 'melody' - anything by MC Jazzy John and the Dissin' Deffers World NRG Dance Remix Posse Generation, basically.

3. What are your friends like?

(a) A mixed bunch. We come from all walks of life and have different interests and hobbies.

(b) I don't have many friends.

(c) They all wear their pantz on their headz, like me. In fact, if you placed uz in a queue together our own muvvaz wouldn't be able to tell uz apart because we look and speak identically.

ANSWERZ

Mostly Az - You're a pretty right-on person, who delights in sampling all aspects of life.
Mostly Bz - You're not very cool. How about getting a life?
Mostly Cz - Respekt, my friend. You're totally kool and the type who buys the latest Muzik, Fadz and Gadz. Later.

EXCLUSIVE!

Pushing back the barriers of computer journalism as we know it, Next Month is proud to reveal what must surely rank as one of the hottest stories this year. Rumour has it that David Braben is working on a sequel to Elite, one of the all-time classic computer games. This sequel, which reports suggest will be called 'Frontier', should be released within the next year and next month we're hoping to 'reveal' it. Later.

TALK KOOL, LIKE

Having a few problems keeping up with all this dissin' urban talk? No problem, here's a glossary of cool termz plus a few additional hip words and phrases to drop into all your ordinary conversations for added 'street' value. Later.

Later - Cheerio, my good man.
Ya - You/your.
Dudes - Fellows
Yo! - Hello there.
Latest waxin' - New record.
In the place - In close proximity.
Dissin' - ridiculing.
Shabba - rather good, actually.
Check it owt - Take a look at this.
Totally rad - Really very good.
Safe - Everything's going well.
Obtain - Get.
Respekt - I'm dyslexic.
Over The Edge - Completely crap.

BLOKE ON THE STREET

Just for a birrova laff I thought I'd compile a list of geezers wot are called John.

1. John Noakes
2. John Leslie
3. John Craven
4. That referee from Gladiators
5. And the commentator, too.
6. And John Fashanu
7. Ulrika JOHNson
8. I like her
9. Especially in that advert
10. Phwoar

WANNA BE A JOURNO?

The best advice I could give you is to always split. Your sentences. That way you'll look cool and gain much respekkkkkkkkkkkkkt in the industry. Later.

If you've got a story that's waiting to break, why not sod off. This is a computer games magazine, not a home for freaks who can't speak, let alone spell. And there'll be no 'later', either.

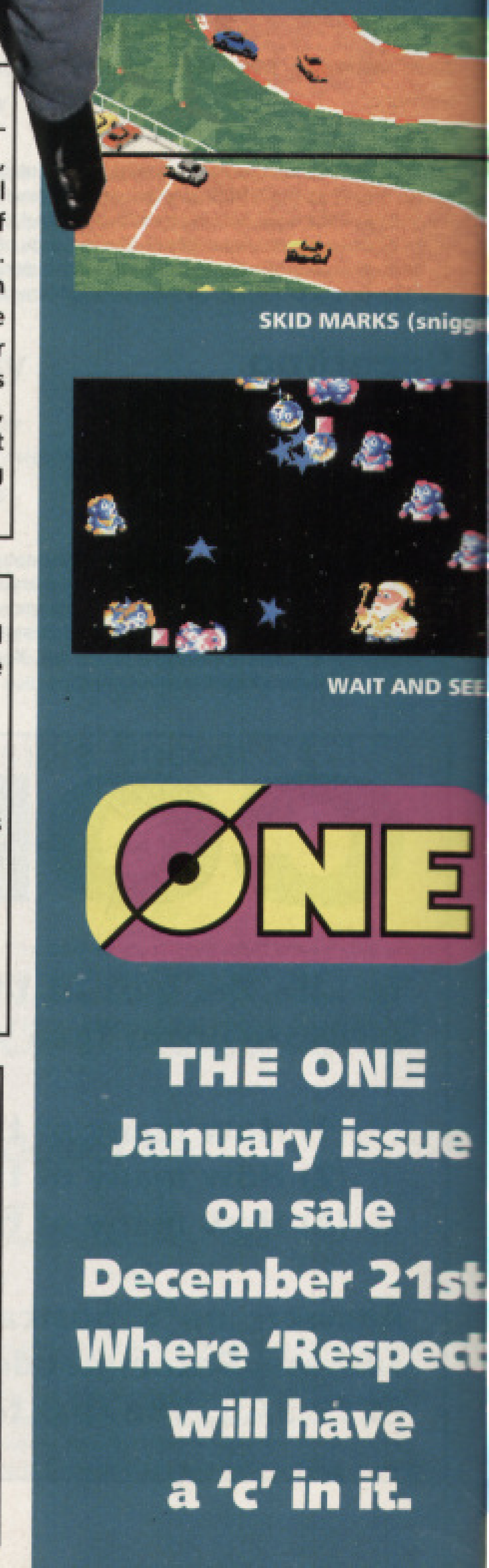
HAD ENOUGH YET?

Fed up with all this tedious street-talking crap? Why not stick with The One. Call us old fashioned, but we like to think that you buy an Amiga games magazine to read about Amiga games, not to be bombarded by any old page-filling guff. There'll be no more of this - and that's a promise.

The next issue will be extra special. Because we're almost full of Xmas cheer, we've decided to splash out on a superb Christmas pressie for each and every one of you. We can't give away too much at the moment, but it's worth, oohh, £25.99 at least and has probably got something to do with the words 'game', 'commercial' and 'complete'.

On top of that we'll be rounding off the year with bumper features, taking a ponderous look back at good old 1993 and welcoming 1994 with a warm embrace. Just the sort of stuff you'd expect from a proper Amiga games magazine.

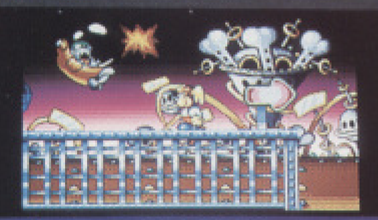
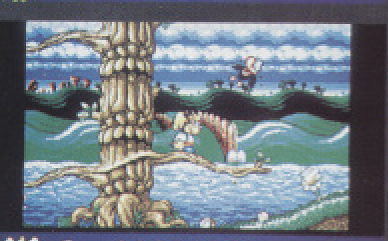
The January issue m[ay] well have the follow[ing] stuff i[n]



THE ONE January issue on sale December 21st. Where 'Respect' will have a 'c' in it.

it's a dog's life!



Available on Commodore Amiga (1meg) only

"...with **great** graphics and some **awesomely** boppy soundtracks, it's a platform game that just **drips class**"

Amiga Power

"The graphics are ***magnificent***, wonderfully drawn and ***well animated*** ...
This is the ***best looking*** platformer I've played in ages"

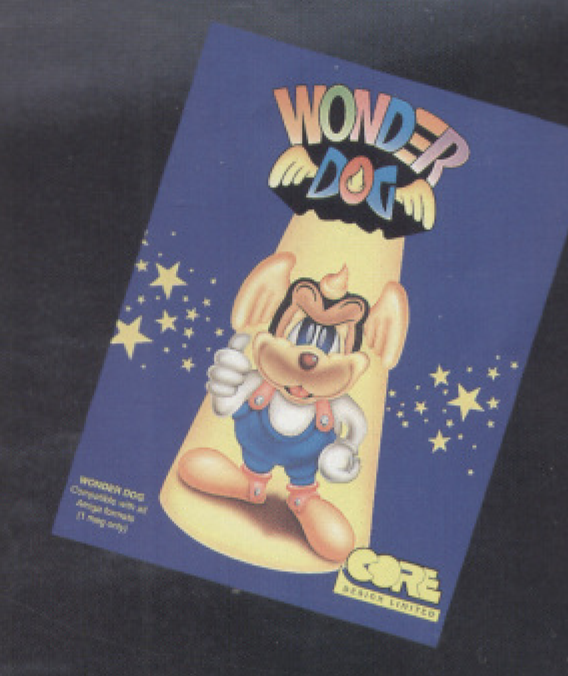
Amiga Computing

Dog wonder or dog meat? It's all in the attitude!

Travel the galaxy visiting worlds where the unexpected is the norm. Seek out and defeat the marauding General Von Ruffbone and his evil Pitbullies on your own planet, K9.

The ultimate challenge for any streetwise young pup.

the power of 'U'

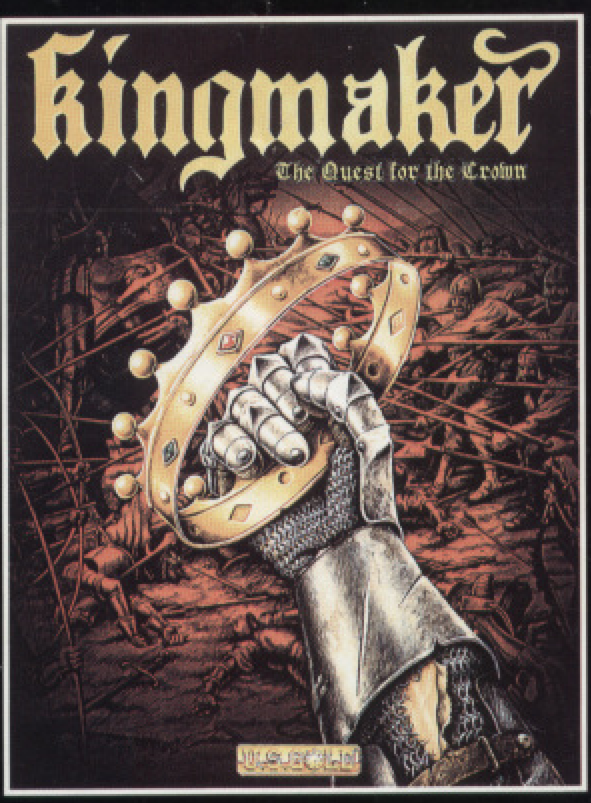




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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

Available On: PC & Compatibles, Atari ST and Amiga.